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60 προγράμματα για τον Amstrad
CPC 464, 664, 6128



ΚΛΕΙΔΑΡΙΘΜΟΣ

ΕΞΗΝΤΑ ΠΡΟΓΡΑΜΜΑΤΑ ΓΙΑ ΤΟΝ AMSTRAD

των ROBERT ERSKINE, HUMPHREY WALWYN
με τους PAUL STANLEY, MICHAEL BEWS

Κωδικοποίηση για τον AMSTRAD από τον MITRI YAZBEK

ΚΛΕΙΔΑΡΙΘΜΟΣ

Στουρνάρα 27Β 1ος όροφος
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Τίτλος πρωτοτύπου:

SIXTY PROGRAMS FOR THE AMSTRAD CPC464

Αποκλειστικότητα για την ελληνική γλώσσα
Εκδόσεις ΚΛΕΙΔΑΡΙΘΜΟΣ
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Περιεχόμενα

Εισαγωγή

Το βιβλίο αυτό έχει σκοπό να δώσει στους χρήστες του AMSTRAD μια μεγάλη ποικιλία προγραμμάτων σε ένα λογικό κόστος. Στις 300 σελίδες του θα βρείτε μια ολόκληρη βιβλιοθήκη προγραμμάτων που προσφέρουν μια πλήρη γκάμα από ποικίλες, πρωτότυπες και συναρπαστικές εφαρμογές. Θα βρείτε παιχνίδια δράσης για τους πιο ενεργητικούς από σας, προβλήματα τακτικής για τους πιο «εγκεφαλικούς», πρωτότυπα παιχνίδια καθώς και κλασικά κουίζ, τέστ και βοηθητικά και εκπαιδευτικά προγράμματα. Με άλλα λόγια στην τιμή που θα δίνατε για μια κασέτα έχουμε μαζέψει σε ένα βιβλίο 60 πλήρως ανεπτυγμένα προγράμματα που έχουν δοκιμαστεί επανειλημμένα πριν παραδοθούν για τύπωμα. Έτσι εξασφαλίζεται η ακρίβεια των εκτυπώσεων, ώστε το μόνο που χρειάζεται είναι να τα πληκτρολογήσετε, όπως είναι, στον υπολογιστή σας.

Μερικά λόγια για τις λίστες αυτές καθαυτές. Χρησιμοποιήσαμε μήκος γραμμής 40 χαρακτήρων, ώστε η εμφάνιση τους στο βιβλίο να μοιάζει με την εμφάνιση τους στην οθόνη σας. Σας συνιστούμε να διαβάσετε προσεκτικά το κεφάλαιο «Βοηθήματα για τη δακτυλογράφηση» πριν αρχίσετε να περνάτε τα προγράμματα στον υπολογιστή σας.

Θα θέλαμε, εμείς οι συγγραφείς, να ευχαριστήσουμε τους MICHAEL BEWS και MITRI YAZBEK που μετέτρεψαν τα προγράμματα και τους διορθωτές που φρόντισαν για την χωρίς λάθη έκδοση των εκτυπώσεων.

Τέλος θα πρέπει να τονίσουμε ότι, αν και οι οδηγίες των προγραμμάτων αυτών εμφανίζονται στα αγγλικά, το συνοδευτικό κείμενο κάθε προγράμματος περιγράφει επαρκώς τη λειτουργία και τον χειρισμό του.

Βοηθήματα για τη δακτυλογράφηση

Αν είσαι πρωτάρης φίλος των υπολογιστών, πριν ξεκινήσεις να γράψεις τα προγράμματα αυτά θα πρέπει να ρίξεις μια ματιά στο εγχειρίδιο χρήσεως του μηχανήματος σου και να γνωρίζεις καλά το πληκτρολόγιο του AMSTRAD. Πάνω απ' όλα πρέπει να δακτυλογραφήσεις κάθε πρόγραμμα ακριβώς όπως εμφανίζεται στο βιβλίο. Για να αποφύγετε τις πιο συνηθισμένες κακοτοπιές, σας παραθέτουμε μερικές χρήσιμες συμβουλές:

1. Σκέψου πριν πληκτρολογήσεις. Προσπάθησε να καταλάβεις, όσο μπορείς περισσότερο, τι ακριβώς κάνει το πρόγραμμα.

2. Θυμήσου ότι κάθε χαρακτήρας είναι σημαντικός και ότι ο υπολογιστής σου περιμένει τον κάθε χαρακτήρα, όπως ακριβώς είναι στο βιβλίο, συμπεριλαμβανομένων και των κενών.

3. Δώστε ιδιαίτερη προσοχή στις παρακάτω διαφοροποιήσεις:

   1 και I
   ∅ (μηδέν) και O (όμικρον) (Όλα τα μηδενικά εμφανίζονται σαν ∅)
   : (άνω-κάτω τελεία) και ; (ερωτηματικό)
   , (κόμμα) και . (τελεία)
   « (εισαγωγικά) και ' (απόστροφος)
   σημεία στίξης με / χωρίς κενό μεταξύ τους
   < > και ( )

4. Όταν εμφανίζονται (μικρά) πεζά γράμματα πρέπει να γράφονται ως έχουν.

5. Πάντα, σώστε το πρόγραμμα σας, πριν το τρέξετε για πρώτη φορά. Αν έχουν γίνει σφάλματα, το πρόγραμμα μπορεί να χαλάσει και να χάσετε πολύτιμες ώρες δουλειάς.

6. Το σύμβολο ^ που εμφανίζεται σε μερικές εκτυπώσεις σημαίνει «ύψωση σε δύναμη» και εμφανίζεται πατώντας το πλήκτρο με το

τόξο προς τα πάνω.

7. Δακτυλογραφήστε το ακόλουθο μόλις ανάψετε το μηχάνημα σας: KEY 139, "MODE 1: LIST" + CHR$(13). Ορίζεται έτσι το πλήκτρο μικρού ENTER, ώστε μόλις το πατάτε να σβήνει την οθόνη, και εμφανίζει το πρόγραμμα με 40 χαρακτήρες ανά γραμμή. Μπορείτε να ορίσετε και άλλα πλήκτρα συναρτήσεων κατά βούληση όπως π.χ. επιλογή χρώματος, PRINT HIMEM, κ.λπ. Δείτε τη σελίδα 15 του Παραρτήματος III στο εγχειρίδιο του Amstrad για μια λίστα των αριθμών των χαρακτήρων επέκτασης.

8. Μαύρα γράμματα πάνω σε άσπρο-CHR$(24).
Το PRINT CHR$(24) χρησιμοποιείται για να ανταλλάξει τις τρέχουσες τιμές INK των PEN και PAPER. Όποτε χρησιμοποιείται το CHR$ (24) σε μια γραμμή εκτύπωσης μη ξεχάσετε να το ξαναχρησιμοποιήσετε στην ίδια γραμμή, δηλαδή δύο CHR$ (24) ανά γραμμή, για να μη μπερδέψετε τα μελάνια και τα χαρτιά σας. Σαν παράδειγμα:

```
100 PRINT CHR$(24); "PROGTITLE"; CHR$(24)
```

9. Χειριστήρια.
Αν διαθέτετε χειριστήριο (JOYSTICK), ίσως θα θέλατε να προσθέσετε τις ακόλουθες προτάσεις στο πρόγραμμα σας. Όπου δείτε IF INKEY(8) = ∅ πρέπει να προσθέσετε OR INKEY(74)=∅. Το πρόγραμμα έτσι θα αναγνωρίζει και κίνηση του χειριστήριου προς τα αριστερά. Οι άλλες κατευθύνσεις είναι:

Κατεύθυνση	Πλήκτρο	Χειριστήριο
Πάνω	∅	72
Κάτω	2	73
Αριστερά	8	74
Δεξιά	1	75
Πυρ	COPY (9) SPACE (47)	76

Αν το πρόγραμμα δείχνει INKEY (8) < > ∅ πρέπει να προσθέσετε AND INKEY (74) < > ∅.

Έχουμε προσθέσει κωδικοποίηση χειριστήριου στο πρώτο πρόγραμμα του βιβλίου για να σας βοηθήσουμε στην κατανόηση. Καλή δακτυλογράφηση λοιπόν!

Πάκμαν

Πώς αλλιώς να κάνουμε αρχή παρά με τον γνωστότατο Πάκμαν. Το παιχνίδι αυτό μπορεί να παιχθεί με πληκτρολόγιο ή χειριστήριο και έχει όλα τα χαρακτηριστικά του κλασικού πια παιχνιδιού: λαβύρινθος, τελίτσες, φαντάσματα και το ατελείωτο χρατς-χρουτς!

```
10 REM CHOMPER
20 REM @ PAUL STANLEY.
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
40 GOSUB 1310:GOSUB 1030
50 WINDOW 5,36,1,25:PAPER #0,0:PEN #0,1
:CLS #0
60 HS=0
70 M=0:SC=0:LI=3
80 MK1=46:ON 1+INT(M/10) GOSUB 730,780,8
30,880
90 GOTO 120
100 FL=1:CALL 360:KK=PEEK(367):FOR XX=23
1 TO 242:IF KK<>XX THEN NEXT XX:FL=0 :RE
TURN
110 RETURN
120 IF INKEY(1)=0 OR INKEY(75)=0 THEN LO
CATE  X+2,Y+1:GOSUB 100:IF FL=0 THEN X=X
+1:P$=CHR$(244)
130 IF INKEY(8)=0 OR INKEY(74)=0 THEN LO
CATE X,Y+1:GOSUB 100:IF FL=0 THEN X=X-1:
P$=CHR$(245)
140 IF INKEY(2)=0 OR INKEY(73)=0 THEN LO
CATE X+1,Y+2:GOSUB 100:IF FL=0 THEN Y=Y+
1:P$=CHR$(246)
150 IF INKEY(0)=0 OR INKEY(72)=0 THEN LO
CATE X+1,Y:GOSUB 100:IF FL=0 THEN Y=Y-1:
P$=CHR$(247)
160 LOCATE X+1,Y+1:CALL 360:KK=PEEK(367)
:IF KK=42 THEN FOR VV=1 TO 3:SOUND 1,95-
20*VV,4: FOR UV=1 TO 50:NEXT UV,VV:R=1:B
ORDER 6 :DF=-DF:DG=-DG
```

```
170  LOCATE X+1,Y+1: CALL 360:KK=PEEK(36
7):LOCATE 1,4:IF KK=46 THEN LOCATE X1+1,
Y1+1:PRINT CHR$(243);:SC=SC+1:C1=C1+1:LO
CATE 7,1:PEN 2:PRINT MID$(STR$(SC),2);:P
EN 1:SOUND 1,60,2:IF C1=C THEN 570
180 IF Y=11 THEN X=X-30*(X=1)+30*(X=31)
190 P=X:Q=Y:IF R>0 THEN P=31-X:Q=21-Y:R=
R+1:IF R=50 THEN SOUND 1,100,3:BORDER 0:
R=0
200 LOCATE X1+1,Y1+1:PRINT" ";:LOCATE X+
1,Y+1:PRINT P$
210 Y1=Y:X1=X
220 IF Y=F AND X=G THEN IF R>0 THEN 520
ELSE GOTO 380
230 F1=F:G1=G:G=G+DG:F=F+DF
240 LOCATE G+1,F+1:GOSUB 100:IF FL=1 THE
N 310
250 IF F<>Q AND DF=0 THEN LOCATE G1+1,F1
+1-(F1<=Q)+(F>Q):GOSUB 100:IF FL =0 THEN
 320
260 IF G1<>P AND DG=0 THEN LOCATE G1+1-(
G1<=P)+(G1>P),F1+1:GOSUB 100:IF FL=0 THE
N 350
270 IF F=11 THEN G=G-30*(G=1)+30*(G=31)
280 PEN 2:LOCATE G1+1,F1+1:PRINT CHR$(MK
1);:LOCATE G+1,F+1:CALL 360:MK1=32-14*(P
EEK(367)=46):PRINT CHR$(248);:PEN 1
290 IF Y=F AND X=G THEN IF R>0 THEN 520
ELSE GOTO 380
300 GOTO 120
310 IF DG=0 THEN 350
320 IF DF=0 THEN DF=(F1>Q)-(F1<=Q):DG=0:
G=G1:F=F1+DF
330 LOCATE G+1,F+1:GOSUB 100:IF FL=1 THE
N DF=-DF:F=F1+DF
340 GOTO 270
350 DG=(G1>P)-(G1<=P):DF=0:F=F1:G=G1+DG
360 LOCATE G+1,F+1:GOSUB 100:IF FL=1 THE
N DG=-DG:G=G1+DG
370 GOTO 270
380 FOR F=1 TO 15
390 LOCATE X+1,Y+1:PRINT CHR$(244);:SOUN
D 1,(F*2),3
```

```
400 LOCATE X+1,Y+1:PRINT CHR$(246);:SOUN
D 1,(F*2),3
410 LOCATE X+1,Y+1:PRINT CHR$(245);:SOUN
D 1,(F*3),3
420 LOCATE X+1,Y+1:PRINT CHR$(247);:SOUN
D 1,(F*4),3
430 NEXT F
440 FOR F=1 TO 200:NEXT
450 LOCATE X+1,Y+1:PRINT" ";:LI=LI-1:IF
LI>0 THEN GOSUB 970:GOTO 120
460 CLS:LOCATE 7,8:PEN 3:PRINT"You score
d";:PEN 2:PRINT SC;:PEN 3:PRINT"points":
PEN 1
470 IF sc>hs THEN hs=sc:LOCATE 11,11:PRI
NT"WELL  DONE!!":PEN 3:PRINT:PRINT"    Th
at is the new best score":PEN 1:GOTO 490
480 LOCATE 7,11:PEN 3:PRINT"The high sco
re is";:PEN 1:PRINT HS
490 LOCATE 4,20:PRINT CHR$(24); "PRESS A
NY KEY TO PLAY AGAIN";CHR$(24)
500 IF INKEY$<>"" THEN 500
510 IF INKEY$="" THEN 510 ELSE CLS:GOTO
70
520 LOCATE X+1,Y+1:PRINT CHR$(249);:FOR
FF=1 TO 5:SOUND 1,(FF*5),3:NEXT
530 BORDER 0:R=0
540 SC=SC+50:LOCATE 7,1:PRINT MID$(STR$(
SC),2);
550 GOTO 120
560 STOP
570 CLS :LOCATE 1,4:PEN 3
580 PRINT" W     W  EEEEE  L        L
   ";
590 PRINT" W     W  E      L        L
   ";
600 PRINT" W WW W  EEE    L        L
   ";
610 PRINT " WW   WW  E      L        L
    ";
620 PRINT " W     W  EEEEE  LLLLLL  LLLLL
L  ":PEN 1
630 LOCATE 1,11:PEN 2
640 PRINT " DDDDD    OOOO   N    N  EEEE
E  ";
650 PRINT" D     D  O    O  NN   N  E
   ";
```

```
660 PRINT " D      D O     O   N N   N   EEE
   ";
670 PRINT " D     D   O     O   N   N N   E
    ";
680 PRINT " DDDDD    OOOO    N    NN   EEEE
E  ":PEN 1
690 FOR X=1 TO 10:ENT 1,100,-X,2:SOUND 1
,284,30,15,0,1:NEXT
700 FOR X=1 TO 200:NEXT
710 CLS :M=M+10:IF M=40 THEN M=0
720 GOTO 80
730 LOCATE 5,2:A$="HAAAAAAAAAAAAAAAAAAAA
AAAJ        B                       B
   B FALAE C FALAE C FALAE B        B   B
   B   D   B   B   B        B C B C B C
 C B C B C B":GOSUB 1290
740 A$="        B B B B B B C B B B B B B
       B B D D B D B D B D D B B       B
 B     B   B   B     B B       B GAAAAAI
 FAKAE GAAAAAI B    FAAI
       GAAE":GOSUB 1290
750 A$="       FAAAAAAAAAAAAAAAAAAAE
 FAAJ                       HAAE    B FA
AALAAAE C FAAALAAAE B       B     B
B     B     B        B FAE B C C D C C B
FAE B":GOSUB 1290
760 A$="        B     B B B   B B B     B
       B C FAI D GAAAI D GAE C B       B
 B                   B B       B GAAAAAA
AAAAAAAAAAAAAI B       B
       B       GAAAAAAAAAAAAAAAAAAAAAAAI
":GOSUB 1290
770 GOTO 920
780 LOCATE 5,2:A$="HAAAAAAAAAAAAAAAAAAAA
AAAJ        B                       B
   B HAAAJ C C C C C HAAAJ B        B B
 B B B D B B B   B B        B D C B B B
 B B B C D B":GOSUB 1290
790 PRINT: A$="     B   B B B B C B B B B
   B       B FAI D B D B D B D GAE B
   B       B   B   B       B       B FAA
AAAI FAKAE GAAAAAE B    FAAI
           GAAE":GOSUB 1290
```

```
800 A$="      FAE FAAAE C FAAAE FAE
 FAAJ           B           HAAE    B FA
AAAAJ C D C HAAAAAE B       B       B B
  B B       B       B FE FJ B GAAAI B HE
 FE B       B     B B       B B     B
    B FAE B D HAAAJ D B FAE B":GOSUB 129
0
810 A$="       B     B   B   B   B     B
       B FAAAI FAI C GAE GAAAE B       B
           B           B       GAAAAAAAA
AAAKAAAAAAAAAAAAI":GOSUB 1290
820 GOTO 920
830 LOCATE 5,2:A$="HAAAAAAAAAAAAAAAAAAAA
AAAJ       B                       B
   B HAAE FAAAE FAAAE FAAJ B       B B
                 B B       B B HE FAAAE
FAAAE FJ B B":GOSUB 1290
840 PRINT: A$="    B D B               B
 D B       B   D  FE FE FE FE  D   B
   B C                   C B       B GAA
E FAAAE FAAAE FAAI B    FAAI
           GAAE":GOSUB 1290
850 A$="      FAAE FAAAE FAAAE FAAE
 FAAJ                       HAAE    B HA
AE FAAAE FAAAE FAAJ B       B D
          D B       B   C  FE FE FE FE
C   B":GOSUB 1290
860 PRINT:A$="    B C B               B
C B       B B GE FAAAE FAAAE FI B B
  B B                   B B       B GAAE
 FAAAE FAAAE FAAI B       B
          B       GAAAAAAAAAAAAAAAAAAAAA
AAI":GOSUB 1290
870 GOTO 920
880 LOCATE #0,5,2:A$="HAAAAAAAAAAAAAAAAA
AAAAAAJ       B                       B
      B C FJ    HAAAJ    HAAE B       B
B  B    B   B    B    B       B B  B
D   D    B    B":GOSUB 1290
890 PRINT: A$="    B B FI             B
   B       B B       HAAAJ    B    B
   B B       B   B    B    B       B D
     D   D    GAAE B    FAAI
           GAAE":GOSUB 1290
```

```
900 A$="      FAAE FE FAAAE FE FAAE
 FAAJ                       HAAE    B C
C C C HAAAJ HE    C B       B B B B B B
  B B     B B       B B D D B D   D B C
  B B":GOSUB 1290
910 PRINT:A$="    B B     B       B D C
B B       B B     B HAAAJ B   D B B
  B B     B B   B B     B B       B D
  D D   D D    FI B       B
          B       GAAAAAAAAAAAAAAAAAAAAA
AAI":GOSUB 1290
920 LOCATE 6,3:PEN 3:PRINT"*":LOCATE 28,
3:PRINT "*":LOCATE 6,21:PRINT"*":LOCATE
28,21:PRINT "*":PEN 1
930 C1=0:C=5:FOR F=2 TO 20:FOR G=5 TO 27
940 LOCATE G+1,F+1:CALL 360:KK=PEEK(367)
:IF KK=32 THEN LOCATE G+1,F+1:PEN 2:PRIN
T".";:C=C+1
950 NEXT G:NEXT F
960 LOCATE 2,12:PRINT " ...":LOCATE 29,1
2:PRINT "... "
970 X=16:Y=5:Y1=Y:X1=X:R=0:P$=CHR$(246)
980 F=16:G=X:G1=G:F1=F
990 DG=-1:DF=0:LOCATE G+1,F+1:PEN 2:PRIN
T CHR$(248);:PEN 1
1000 LOCATE 1,1:PEN 3:PRINT "Score:":LOC
ATE 18,1:PEN 2:PRINT "High-Score:";MID$(
STR$(HS),2);:PEN 1
1010 LOCATE 12,1:PRINT "   ";:LOCATE 12,
1:IF LI>1 THEN PRINT CHR$(244);:IF LI>2
THEN PRINT" ";CHR$(244);
1020 RETURN
1030 SYMBOL AFTER 230
1040 SYMBOL 231,0,255,0,0,0,0,255,0
1050 SYMBOL 232,66,66,66,66,66,66,66,66
1060 SYMBOL 233,0,24,36,66,66,66,66,66
1070 SYMBOL 234,66,66,66,66,66,36,24,0
1080 SYMBOL 235,0,248,4,2,2,4,248,0
1090 SYMBOL 236,0,31,32,64,64,32,31,0
1100 SYMBOL 237,66,65,64,32,32,24,7,0
1110 SYMBOL 238,0,7,24,32,32,64,65,66
1120 SYMBOL 239,66,130,2,4,4,24,224,0
1130 SYMBOL 240,0,224,24,4,4,2,130,66
1140 SYMBOL 241.66,129,0,0,0,0,255,0
```

```
1150 SYMBOL 242,0,255,0,0,0,0,129,66
1160 SYMBOL 243,60,126,255,255,255,255,1
26,60
1170 SYMBOL 244,60,126,240,224,224,240,1
26,60
1180 SYMBOL 245,60,126,15,7,7,15,126,60
1190 SYMBOL 246,60,126,255,231,195,195,6
6,0
1200 SYMBOL 247,0,66,195,195,231,255,126
,60
1210 SYMBOL 248,60,126,219,201,255,255,2
55,170
1220 SYMBOL 249,0,242,133,229,21,149,98,
0
1230 PEN 2:PRINT"                    CHOMPER
                                @ PAUL STANLE
Y":PEN 3
1240 PRINT:PRINT:PRINT:PRINT"An exciting
 MAZE game, complete with    power-pills
 which when eaten give you   a chance to
 eat the ghost.":PEN 2
1250 PRINT:PRINT:PRINT:PRINT"      MOVE
WITH THE CURSOR KEYS          ":PEN 1
1251 PRINT:PRINT CHR$(24);"      OR YOU
MAY USE JOYSTICK (0)        ";CHR$(24);
1260 PEN 3:LOCATE 9,20:PRINT CHR$(24);"P
RESS ANY KEY TO START";CHR$(24);:PEN 1
1270 IF INKEY$="" THEN 1270 ELSE CLS #1
1280 RETURN
1290 FOR XX=1 TO LEN (A$):IF MID$(A$,XX,
1)=" " THEN PRINT " "; ELSE PRINT CHR$(1
66+ASC(MID$(A$,XX,1)));
1300 NEXT:RETURN
1310 RESTORE 1320:FOR XX=360 TO 366:READ
 Z:POKE XX,Z:NEXT:RESTORE:RETURN
1320 DATA 205,96,187,50,111,1,201
```

Πρωτάθλημα μποξ

Το πρόγραμμα αυτό είναι κάτι που αγγίζει την τελειότητα. Μετά από κάμποσες ώρες συνεχούς πληκτρολόγησης συνήθως ξεσπάμε στο κατοικίδιο ζώο μας ή στον μικρότερο αδελφό. Με το παιχνίδι αυτό έχουμε μια πιο «υγιή» διέξοδο στα επιθετικά μας ένστικτα. Στην οθόνη σας, φαίνεται από πάνω το ριγκ και σας δίνεται η ευκαιρία να παίξετε τρεις γύρους με τον αντίπαλο της αρεσκείας σας. Κερδίζεις βαθμούς μόνο αν χτυπάς στο κεφάλι και με λίγη δεξιοτεχνία μπορείς να πετύχεις νοκ-άουτ!

```
10 REM @ PAUL STANLEY.
20 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,8:INK 3,20:WINDOW #1,1,40,1,25:PAPER #
1,0:CLS #1
30 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
40 GOSUB 910
50 S1=0:S2=S1
60 GOSUB 1200
70 RD=1
80 GOSUB 1430
90 GOSUB 1490
100 LOCATE 3,18:PRINT MID$(STR$(RD),2)
110 FOR X=-3 TO 2:SOUND 2,(S+100),3:SOUN
D 1,100,4:NEXT
120 Y=2:X=7:Y1=Y:X1=X
130 G=23:F=17:F1=F:G1=G
140 TM=3:TS=2
150 E=0
160 LOCATE X1+1,Y1+1:PRINT "  ":LOCATE X
1+1,Y1+2:PRINT" ":LOCATE X1+1,Y1+3:PRINT
"  ":LOCATE X+1,Y+1:PRINT CHR$(231);:PEN
 2:PRINT CHR$(233):PEN 1:LOCATE X+1,Y+2:
PRINT CHR$(24);CHR$(234);CHR$(24)
170 LOCATE X+1,Y+3:PRINT CHR$(235);:PEN
2:PRINT CHR$(237):Y1=Y:X1=X:PEN 1
```

```
180 LOCATE G1+1,F1+1:PRINT "  ";:LOCATE
G1+2,F1+2:PRINT" ";:LOCATE G1+1,F1+3:PRI
NT"  ";:LOCATE G+1,F+1:PEN 3:PRINT CHR$(
238);:PEN 1:PRINT CHR$(239):LOCATE G+2,F
+2:PRINT CHR$(24);CHR$(234);CHR$(24);
190 LOCATE G+1,F+3:PEN 3:PRINT CHR$(240)
;:PEN 1:PRINT CHR$(241):F1=F:G1=G
200 TS=TS-2:IF TS=0 THEN TM=TM-1:TS=60:I
F TM=-1 THEN 1110
210 LOCATE 28,18:PRINT MID$(STR$(TM),2);
":";:IF TS>58 THEN PRINT"00"; ELSE IF TS
>8 THEN PRINT MID$(STR$(TS),2); ELSE PRI
NT "0";MID$(STR$(TS),2);
220 IF INKEY(67)=0 THEN GOSUB 370:IF S1=
K2 THEN 660
230 IF INKEY(59)=0 THEN GOSUB 420:IF S1=
K2 THEN 660
240 IF G=X+1 THEN IF RND>SK THEN GOSUB 4
70
250 Y=Y-(INKEY(2)=0 AND Y<17)+(INKEY(0)=
0 AND Y>2)
260 X=X-(INKEY(1)=0 AND X<22)+(INKEY(8)=
0 AND X>7)
270 F=F+INT(RND*2.5)-INT(RND*2.5)-(F<Y)+
(F>Y)
280 IF F<2 THEN F=2
290 IF F>17 THEN F=17
300 G=G+INT (RND*2.5)-INT(RND*2.5)-(G<X+
2)+(G>X+2)
310 IF G<X+1 THEN G=X+1
320 IF G>23 THEN G=23
330 IF E=0 THEN IF X>20 THEN E=1
340 IF E<>0 THEN E=E+(E-1)*(X<20)+1:IF E
=10 THEN GOSUB 580
350 SOUND 1,180,3
360 GOTO 160
370 LOCATE X+2,Y+1:PRINT CHR$(232);:PEN
2:PRINT CHR$(233):PEN 1:SOUND 1,120,3
380 LOCATE X1+2,Y+1:PEN 2:PRINT CHR$(233
);:PEN 1:PRINT " "
390 IF Y=F+1 AND X=G-1 THEN S1=S1+1:LOCA
TE 3,9:PRINT S1
400 IF S1=K2 THEN 660
410 RETURN
```

```
420 LOCATE X+2,Y+3:PRINT CHR$(236);:PEN
2:PRINT CHR$(237):PEN 1:REM SOUND 1,90,3
430 LOCATE X+2,Y+3:PEN 2:PRINT CHR$(237)
;:PEN 1:PRINT " "
440 IF Y=F-1 AND X=G-1 THEN S1=S1+1:SOUN
D 1,200,3:LOCATE 3,9:PRINT S1
450 IF S1=K2 THEN 660
460 RETURN
470 IF F<Y THEN 530
480 LOCATE G,F+1:PEN 3:PRINT CHR$(238);:
PEN 1:PRINT CHR$(232):SOUND 1,120,3
490 LOCATE G,F+1:PRINT " ";:PEN 3:PRINT
CHR$(238)
500 IF F=Y+1 THEN S2=S2+1:SOUND 1,180,3:
LOCATE 29,9:PRINT S2
510 IF S2=K1 THEN 700
520 RETURN
530 LOCATE G,F+3:PEN 3:PRINT CHR$(240);:
PEN 1:PRINT CHR$(236):SOUND 1,200,3
540 LOCATE G,F+3:PRINT " ";:PEN 3:PRINT
CHR$(240);
550 IF F=Y-1 THEN S2=S2+1:LOCATE 29,9:PR
INT S2
560 IF S2=K1 THEN 700
570 RETURN
580 LOCATE X1+1,Y1+1:PRINT "  ":LOCATE X
1+1,Y1+2:PRINT " ":LOCATE X1+1,Y1+3:PRIN
T "  "
590 FOR X=19 TO 12 STEP -1:X1=X
600 LOCATE X1+1,Y1+1:PRINT CHR$(231);:PE
N 2:PRINT CHR$(233):PEN 1:LOCATE X1+1,Y1
+3:PRINT CHR$(235);:PEN 2:PRINT CHR$(237
):PEN 1
610 LOCATE X1+1,Y1+2:PRINT CHR$(24);CHR$
(234);CHR$(24);" ";CHR$(24);CHR$(234);CH
R$(24);" ":LOCATE X1+3,Y1+1:PRINT CHR$(2
39);" ":LOCATE X1+3,Y1+3:PRINT CHR$(241)
;" ";:PEN 1
620 SOUND 1,160,3
630 NEXT X
640 LOCATE X1+3,Y1+1:PRINT " ":LOCATE X1
+3,Y1+2:PRINT " ":LOCATE X1+3,Y1+3:PRINT
 " "
650 E=0:RETURN
```

```
660 LOCATE G+1,F+1:PRINT CHR$(248);:PEN
3:PRINT CHR$(238);:PEN 1:PRINT CHR$(239)
:LOCATE G+1,F+3:PRINT CHR$(250);:PEN 3:P
RINT CHR$(240):PEN 1:PRINT CHR$(241)
670 LOCATE G+1,F+2:PRINT CHR$(249);:PEN
0:PRINT CHR$(143);CHR$(143);:PEN 1:PRINT
 CHR$(234);
680 LOCATE 8,2:PRINT CHR$(24)"WELL BOXED
 - A K.O.";CHR$(24):FOR XX=1 TO 25:SOUND
1,(XX*2),3:NEXT
690 GOTO 730
700 LOCATE X,Y+1:PRINT CHR$(231);:PEN 2:
PRINT CHR$(233);:PEN 1:PRINT CHR$(245):L
OCATE X,Y+3:PRINT CHR$(235);:PEN 2:PRINT
 CHR$(237);:PEN 1:PRINT CHR$(247)
710 LOCATE X-1,Y+2:PRINT CHR$(234);:PEN
0:PRINT CHR$(143);CHR$(143);:PEN 1:PRINT
 CHR$(246);
720 LOCATE 8,2:PEN 2:PRINT CHR$(24); "BA
D LUCK - A K.O.";CHR$(24):PEN 1
730 FOR F=1 TO 3000:NEXT
740 CLS:IF K1=S2 OR S2>S1 THEN 790
750 PEN 3:PRINT "Well done ! You beat ";
:PEN 1:PRINT B$;" in";RD;" ROUNDS."
760 PEN 2:PRINT "The result in points wa
s ";:PEN 1:PRINT s1;:PEN 2:PRINT "for yo
u,and ";:PEN 1:PRINT s2;:PEN 2:PRINT " f
or ";:PEN 1:PRINT B$
770 PRINT:PRINT "I suggest you try a tou
gher       opponent."
780 GOTO 820
790 PRINT "Bad luck ! You were beaten in
";:PEN 3:PRINT RD;:PEN 1:PRINT "rounds."
800 PEN 2:PRINT:PRINT "The result in poi
nts was ";:PEN 1:PRINT s1;:PEN 2:PRINT "
for you,and ";:PEN 1:PRINT s2;:PEN 2:PRI
NT " for ";:PEN 1:PRINT B$
810 PRINT:PRINT "I suggest you try a wea
ker       opponent."
820 PEN 3:PRINT "Here's your choice:":RE
STORE 940:PRINT :PEN 1:FOR F=1 TO 10:REA
D A$:PEN 2:PRINT F;"...";A$:NEXT:PEN 1
830 IF INKEY$<>"" THEN 830
```

```
840 LOCATE 1,23:PRINT CHR$(20);"ENTER YO
UR OPPONENT'S NUMBER OR          (0) TO Q
UIT";:LOCATE 20,24:INPUT X$:IF X$="" THE
N 840 ELSE IF ASC(X$)<48 THEN 840 ELSE X
=VAL(X$)
850 IF X$="0" THEN STOP
860 IF X<1 OR X>10 THEN 840
870 CLS :RESTORE 940:FOR F=1 TO X:READ A
$:NEXT:B$=LEFT$(A$,6): PRINT "OK YOU SHA
LL FIGHT ";B$:PRINT CHR$(24);"  PRESS AN
Y KEY TO START  ";CHR$(24);
880 IF INKEY$<>"" THEN 880
890 IF INKEY$="" THEN 890 ELSE CLS
900 S1=0:S2=S1:SK=(11-X)/12:K2=10+X+INT(
RND*6):LET K1=16-X+INT(RND*10): GOTO 70
910 RESTORE 940
920 LOCATE 1,11:PRINT "Enter your name (
up to 6 letters)":LOCATE 1,12:PRINT CHR$
(18);:LOCATE 1,12:INPUT C$:IF LEN(C$)>6
THEN 920
930 CLS
940 DATA Henry Hopeless,Arnold Awful,Nig
el No-good,Philip Fair,Andrew Average,Ro
ger Right-Hook,Brian Brick-wall,Simon Su
per,Edward Excellent,Flynn Fantastic
950 LOCATE 5,1:PRINT CHR$(24);" CHAMPION
SHIP BOXING ";CHR$(24);
960 LOCATE 1,4:PEN 2:PRINT "So you want
to be a champion ?  If so this is the ga
me for you":PEN 1
970 PRINT:PRINT "Which opponent do you w
ish to   fight first?"
980 FOR F=1 TO 10:READ A$:PEN 3:LOCATE 4
,11+F: PRINT MID$(STR$(F),2);"...";A$:NE
XT F:PEN 1
990 LOCATE 1,23:PRINT CHR$(18);:LOCATE 1
,23:INPUT X$:IF X$="" OR ASC(X$)<49 THEN
 990 ELSE X=VAL(X$):IF X<1 OR X>10 THEN
990
1000 SK=(11-X)/12
1010 K2=10+X+INT(RND*6):K1=16-X+INT(RND*
10)
1020 RESTORE 940:FOR F=1 TO X:READ A$:NE
XT F:B$=LEFT$(A$,6)
```

```
1030 CLS:PEN 2:PRINT:PRINT "Very well,yo
ur opponent will be ";A$:PEN 1
1040 PRINT:PRINT
1050 PEN 3:PRINT:PRINT"Each bout you fig
ht is only      three rounds.
       Move about the ring with cursor k
eys,   and punch with [Q] (lefthand) and
 [W]  (right hand).":PEN 1
1060 PRINT:PRINT "Note that you can move
 and punchat the same time.
                                  Only p
unches to the head score  AND K.O.s are
possible."
1070 LOCATE 1,24:PRINT CHR$(24); "PRESS
ANY KEY TO START THE FIGHT";CHR$(24);
1080 IF INKEY$<>""THEN 1080
1090 IF INKEY$="" THEN 1090 ELSE CLS
1100 RETURN
1110 LOCATE 28,18:PRINT "0:00"
1120 FOR S=1 TO 4:FOR XX=-2 TO 2:SOUND 1
,(XX+100),3:NEXT XX,S
1130 RD=RD+1:IF RD=4 THEN RD=3:GOTO 740
1140 LOCATE 1,23:PEN 2:PRINT CHR$(24);"P
repare to fight the next round";CHR$(24)
;:PEN 1:LOCATE 8,3:PRINT CHR$(234);:LOCA
TE 25,20:PRINT CHR$(234);
1150 FOR i=1 TO 20:y=y+(y>2):x=x+(x>7)
1160 LOCATE X1+1,Y1+1:PRINT"  ":LOCATE X
1+1,Y1+2:PRINT " ":LOCATE X1+1,Y1+3:PRIN
T "  ":LOCATE X+1,Y+1:PRINT CHR$(231);:P
EN 2:PRINT CHR$(233):PEN 1:LOCATE X+1,Y+
2:PRINT CHR$(24);CHR$(234);CHR$(24):LOCA
TE X+1,Y+3:PRINT CHR$(235);CHR$(237);:Y1
=Y:X1=X
1170 F=F-(F<17):G=G-(G<23)
1180 LOCATE G1+1,F1+1:PRINT"  ":LOCATE G
1+2,F1+2:PRINT" ":LOCATE G1+1,F1+3:PRINT
 "  ":LOCATE G+1,F+1:PEN 3:PRINT CHR$(23
8);:PEN 1:PRINT CHR$(239):LOCATE G+2,F+2
:PRINT CHR$(24);CHR$(234);CHR$(24);:LOCA
TE G+1,F+3:PEN 3:PRINT CHR$(240);CHR$(24
1);:F1=F:G1=G
1190 NEXT I:LOCATE 1,23:PRINT CHR$(18);:
GOSUB 1490:GOTO 100
```

```
1200 RESTORE 1220: f=0 : g=255
1210 SYMBOL AFTER 230
1220 SYMBOL 231,f,63,127,g,g,252,254,254
1230 SYMBOL 232,f,g,g,g,g,f,f,f
1240 SYMBOL 233,28,254,254,254,254,28,f,
f
1250 SYMBOL 234,195,129,f,f,f,f,129,195
1260 SYMBOL 235,254,254,252,g,g,127,63,f
1270 SYMBOL 236,f,f,f,g,g,g,g,f
1280 SYMBOL 237,f,f,28,254,254,254,254,2
8
1290 SYMBOL 238,56,127,127,127,127,56,f,
f
1300 SYMBOL 239,f,252,254,g,g,63,127,127

1310 SYMBOL 240,f,f,56,127,127,127,127,5
6
1320 SYMBOL 241,127,127,63,g,g,254,252,f

1330 SYMBOL 242,66,129,157,165,165,94,66
,60
1340 SYMBOL 243,60,60,24,24,60,126,g,g
1350 SYMBOL 244,108,108,108,40,40,40,40,
108
1360 SYMBOL 245,28,30,15,15,31,62,126,25
2
1370 SYMBOL 246,248,240,240,224,224,240,
240,248
1380 SYMBOL 247,252,126,62,31,15,15,30,2
8
1390 SYMBOL 248,56,120,240,240,248,124,1
26,63
1400 SYMBOL 249,31,15,15,7,7,15,15,31
1410 SYMBOL 250,63,126,124,248,240,240,1
20,56
1420 RETURN
1430 CLS:FOR F=0 TO 7 STEP 2:PLOT (55-F)
*2+64,(15-F)*2+48,1:DRAWR 0,(145+2*F)*2,
1:DRAWR (145+2*F)*2,0,1:DRAWR 0,-4*F-290
,1:DRAWR -4*F-290,0,1:NEXT F
1440 LOCATE 7,2:PRINT CHR$(143):LOCATE 2
6,2:PRINT CHR$(143):LOCATE 7,21:PRINT CH
R$(143):LOCATE 26,21:PRINT CHR$(143)
```

```
1450 LOCATE 1,5:PEN 2:PRINT C$;:PEN 1:LO
CATE 27,5:PEN 3:PRINT B$:PEN 1
1460 LOCATE 1,7:PRINT "POINTS":LOCATE 27
,7:PRINT"POINTS":PEN 3:LOCATE 1,16:PRINT
 "ROUND":PEN 1:LOCATE 28,16:PEN 2:PRINT
"TIME":PEN 1
1470 LOCATE 3,9:PRINT CHR$(24);S1;:LOCAT
E 29,9:PRINT S2;CHR$(24);
1480 RETURN
1490 Y1=16:X1=9:RESTORE 1500:FOR F=1 TO
4:READ Y,X
1500 DATA 0,1,-1,0,0,-1,1,0
1510 FOR E=1 TO 12:LOCATE X1+1,Y1+1:PRIN
T CHR$(242);:LOCATE X1+1,Y1+2:PEN 3:PRIN
T CHR$(243):PEN 1:LOCATE X1+1,Y1+3:PRINT
 CHR$(244):LOCATE X1+1,Y1:PRINT CHR$(24)
;MID$(STR$(RD),2);CHR$(24);:PEN 1
1520 FOR XX=1 TO 3:SOUND 1,(XX*20),3:NEX
T
1530 IF E=12 THEN FOR O=25 TO 35:SOUND 1
,20,2:NEXT O:FOR O=1 TO 20:NEXT O:FOR O=
35 TO 25:SOUND 1,O,2:NEXT O
1540 LOCATE X1+1,Y1+1:PRINT " ":LOCATE X
1+1,Y1+2:PRINT " ":LOCATE X1+1,Y1+3:PRIN
T " ":LOCATE X1+1,Y1:PRINT " "
1550 Y1=Y1+Y:X1=X1+X:NEXT E:NEXT F
1560 RETURN
```

Μάντεψε!

Ένα φαινομενικά εύκολο παιχνίδι. Προσπαθήστε να μαντέψετε τον αριθμό του κομπιούτερ σας με τέσσερις απλές αριθμητικές ερωτήσεις. Προσοχή! δεν είναι τόσο εύκολο όσο νομίζετε.

```
10 REM ********** FIVES **********
20 REM ******* @ MICHAEL BEWS *********
30 DIM A(83):DIM B$(4):DIM F$(5):DIM S$(
5)
35 IT=0
40 MODE 1:BORDER 0:INK 0,1:INK 1,24:INK
2,20:INK 3,6:PAPER 0:PEN 1:IF IT=0 THEN
GOTO 780
50 REM
60 PAPER #1,0:PEN #1,1:WINDOW #0, 1,40,1
5,25:PEN #0,3:PAPER #0,2:CLS #1
70 CLS #0
80 REM ***** MAIN ROUTINE ******
90 FOR X=1 TO 5
100 A(X)=INT(RND*9)+1
110 IF X=1 THEN 140
120 FOR Y = 1 TO X-1:IF A(X)=A(Y) THEN 1
00
130 NEXT Y
140 NEXT X
150 PRINT #1,"                   F I V E S
                 ";
160 PRINT #1,STRING$(40,229):LOCATE #1,1
,12:PRINT #1,STRING$(40,226)
170 LOCATE #0,1,1:PRINT"NOW ENTER YOUR Q
UESTIONS ONE AT A TIME "
180 FOR W= 1 TO 4
190 LOCATE #1,2,(4+W):PRINT #1,W;">";
200 GOSUB 590
210 SOUND 1,180,20
220 F$(W)=STR$(A(P))
230 PRINT #1,X$;
240 GOSUB 680
250 SOUND 1,120,20
260 LOCATE #1,8,4+W:PRINT #1,B$(W)
```

```
270 GOSUB 590
280 IF STR$(A(P))=F$(W) THEN LOCATE #1,2
1,4+W:PRINT #1,"DIFFERENT LETTER";:FOR X
=1 TO 1050:NEXT:LOCATE #1,21,4+W:PRINT #
1,SPACE$(19);:GOTO 270
290 SOUND 1,90,20
300 S$(W)=STR$(A(P))
310 LOCATE #1,10,4+W:PRINT #1,X$
320 IF B$(W)="*" THEN Q=VAL(F$(W))*VAL(S
$(W))
330 IF B$(W)="+" THEN Q=VAL(F$(W))+VAL(S
$(W))
340  IF B$(W)="-" THEN Q=VAL(F$(W))-VAL(
S$(W))
350 IF B$(W)=CHR$(172) THEN Q=VAL(F$(W))
/VAL(S$(W))
360 LOCATE #1,15,4+W:PRINT #1,"=";Q
370 SOUND 1,180,20
380 NEXT W
390 REM *********** ROUTINE END ********
400  LOCATE #0,1,6:FOR X=1 TO 6:PRINT #0
,SPACE$(40);:NEXT X
410 LOCATE #0,1,1:PRINT #0,"NOW ENTER YO
UR GUESS AS COMPLETE FIVE   FIGURE NUMBE
R - EXAMPLE :(12345) ENTER"
420 LOCATE #0,1,4:PRINT #0,"      ENTER
'?' IF YOU RESIGN"
430 LOCATE #0,1,6
440 INPUT #0, X$
450 SOUND 1,120,20
460 IF X$="?" THEN 510
465 IF X$="" THEN 410
470 IF ASC(X$)<48 OR LEN (X$)<>5 THEN LO
CATE #0,1,6:PRINT #0,"             AGAIN
! - FIVE FIGURES";: FOR X=1 TO 2000:NEXT
:LOCATE #0,1,6:PRINT #0,SPACE$(40):GOTO
410
480 FOR X= 1 TO 5:IF VAL(MID$(X$,X,1))<>
A(X) THEN LOCATE #0, 1,6:PRINT#0,"
    NO - TRY AGAIN":FOR X=1 TC 1500:NEXT
:GOTO 400
490 NEXT X
500 LOCATE #0,1,1:PRINT #0,CHR$(20);: LO
CATE #0,15,1:PRINT #0,"CORRECT";:SC=SC+1
```

```
510 TT=TT+1
520 LOCATE #0,7,4:PRINT #0,"   THIS IS T
HE ANSWER !"
530  FOR W=1 TO 5:LOCATE #0,14,6:PRINT #
0," F I V E S";:LOCATE #0,(12+W+W),7: PR
INT #0,A(W);:NEXT
540 LOCATE #1,1,3:PRINT #1,"SCORE:";SC;"
CORRECT OUT OF";TT;"                  "
550 ' LOCATE #0,1,1:PRINT #0,STRING$(120
,32);
560 LOCATE #0,1,9:PRINT #0,"    PRESS [E
NTER] FOR NEXT GAME ";:INPUT X$
570 GOTO 40
580 REM ********* LETTER INPUT ROUTINE**
590 X$=INKEY$:IF X$="" THEN 590:ELSE X=A
SC(X$)
595 IF X>90 THEN X=X-32: x$=UPPER$(x$)
600 IF X<>69 AND X<>70 AND X<>73 AND  X<
>83 AND X<>86 THEN 590
610 IF X=70 THEN P=1
620 IF X=73 THEN P=2
630 IF X=86 THEN P=3
640 IF X=69 THEN P=4
650 IF X=83 THEN P=5
660 RETURN
670 REM ***** SIGN INPUT ROUTINE ****
680 X$=INKEY$:IF X$="" THEN 680 ELSE X=A
SC(X$)
690 IF X<>43 AND X<>47 AND X<>42 AND X<>
45 AND X<>58 AND X<>59 THEN 680
700 IF X$=":" THEN X$="*"
710 IF X$=";" THEN X$="+"
720 IF X$="/" THEN X$=CHR$(172)
730 B$(W)= X$
740 IF W= 1 THEN RETURN
750 FOR Z=1 TO W-1:IF B$(W)=B$(Z) THEN L
OCATE #1,20,4+W:PRINT #1,"'";B$(W);"' AL
READY USED!":FOR X=1 TO 1100:NEXT:LOCATE
 #1,20,4+W:PRINT #1,SPACE$(19): GOTO 680
760 NEXT
770 RETURN
780 REM********* INSTRUCTIONS *********
790 CLS
800 PRINT:PRINT"                F I V E S
               "
```

```
810 PRINT:PRINT
820 PRINT"The object of F I V E S is to
calculate the five digit number which is
 displayedas 'FIVES' on the screen."
830 PRINT"You may do this by asking the
computer  to give you answers to four si
mple sums"
840 PRINT:PRINT"These sums  must each be
 one of the fourmathematical functions:
                Addition,Subtraction,Mul
tiplication and Division  [+ - * /]"
850 PRINT"For example: Press I+V [ENTER]
":PRINT"and the computer will give you a
n answer
        NOTE: YOU USE ONLY THE 5 LETTERS
 OF THE        WORD   FIVES . [ F I V E S
] "
860 PRINT:PRINT"YOU MAY ASK THE QUESTION
S IN ANY ORDER"
870 LOCATE 1,25:PRINT"          PRESS ANY
 KEY TO START"
880 IF INKEY$="" THEN 880
885 IT=1
890 GOTO 50
900 FOR XY=45 TO 5 STEP -1:SOUND 1,SD,2,
INT(XY/5):NEXT: RETURN
```

Φράγμα

Αποστολή σου είναι να προστατεύσεις το φράγμα του ποταμού από τις επιθέσεις των εχθρικών αεροσκαφών, που διαθέτουν ειδικές βόμβες αναπήδησης. Κάθε βόμβα που πετυχαίνει τον στόχο της αφαιρεί και ένα κομμάτι από το φράγμα, μέχρις ότου τρυπήσει και αρχίζουν να φεύγουν τα νερά πλημμυρίζοντας την εύφορη κοιλάδα.

Το μόνο σου όπλο είναι δύο δέσμες που συγκεντρώνουν τα πυρά τους πάνω σε ένα κινητό στόχαστρο που ελέγχεται από το πληκτρολόγιο. Σκοπός σας είναι να χτυπήσετε όχι τα αεροπλάνα (που είναι εκτός βολής) αλλά τις βόμβες που αναπηδούν συνέχεια πάνω στο νερό. Δυστυχώς για σας οι δέσμες χρειάζονται πότε-πότε φόρτισμα ενώ ο άνεμος που υπάρχει τείνει να φυσήξει μακριά το στόχαστρο σας. Με λίγη επιμονή όμως μπορείτε να σώσετε το φράγμα.

```
10 REM DAMBUSTERS
20 REM @ PAUL STANLEY.
30 MODE 1:BORDER 4:INK 0,16:INK 1,0:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1, 0:PEN #1,1:CLS
40 HS=0
50 GOSUB 960
60 GOSUB 770
70 GOSUB 620
80 BORDER 1:INK 0,0:INK 1,24:INK 2,20:IN
K 3,6:WINDOW #0,5,36,1,25:PAPER #0, 0:PE
N #0,1:CLS #0
90 PEN 2:LOCATE 1,1:PRINT"SCORE:0":PEN 1
100 PEN 3:LOCATE 20,1:PRINT"HI-SCORE:";:
PEN 2:PRINT HS:PEN 1
110 LOCATE 1,22:PRINT CHR$(24); STRING$(
64,58);CHR$(24)
120 FOR F=1 TO 150 :PLOT 64+RND*506,RND*
400+128,2:NEXT
130 G=0:FOR F=1 TO 5:PLOT G*2+64,15+F*2+
48,2:DRAWR 508-4*G,0:G=G+2:NEXT
140 PLOT 100,72,2:DRAWR 216,40:PLOT 532,
72:DRAWR -216,40
```

```
150 PLOT 64,64,3:DRAWR 0,32:DRAWR 8,0:DR
AWR 16,16:DRAWR 4,- 4:DRAWR -16,-16:DRAW
R 0,-20
160 PLOT 572,64,3:DRAWR 0,32:DRAWR -8,0:
DRAWR -16,16:DRAWR -4,-4:DRAWR 16,-16:DR
AWR 0,-20
170 D=1:S=0:A=1:P=17
180 Y=9
190 X=INT(RND*20)+6
200 PRINT CHR$(22);CHR$(1);:FOR F=1 TO 5
 STEP 2:PEN 1:LOCATE X+1,6:PRINT MID$(B$
,F,1);MID$(B$,F+1,1);:SOUND 1,120,4:PEN
0:LOCATE X+1,6:PRINT MID$(B$,F,1);MID$(B
$,(F+1),1);:NEXT F
210  FOR F= 1 TO 4:PEN 1:LOCATE X+1,6-F:
PRINT MID$(B$,5,1);MID$(B$,6,1):LOCATE X
+1,6+F:PRINT CHR$(232);
220 SOUND 1,180,4:PEN 0:LOCATE X+1,6-F:P
RINT MID$(B$,5,1);MID$(B$,6,1);: LOCATE
X+1,6+F:PRINT CHR$(232);:NEXT F:PEN 1:PR
INT CHR$(22);CHR$(0);
230 F=INT(RND*25)+3:G=5+INT(RND*11)
240 A$=CHR$(231)+CHR$(232)+CHR$(233)+CHR
$(234)+CHR$(235)+CHR$(235)+CHR$(236):HT=
10
250 PEN 1: LOCATE X+1,Y+1:PRINT  CHR$(22
);CHR$(1);MID$(A$,A,1);CHR$(22);CHR$(0);
260 F=F-(INKEY(1)=0 AND F<29)+(INKEY(8)=
0 AND F>2):G=G-(INKEY(2)=0 AND G<17)+(IN
KEY(0)=0 AND G>3)
270 PEN 2:LOCATE F+1,G+1:PRINT CHR$(22);
CHR$(1);"+";CHR$(22);CHR$(0);:PEN 1
280 LOSS=LOSS+LEEK
290 IF LOSS>1000 THEN 550
300 IF INKEY (47)=0 THEN IF S<10 THEN GO
SUB 430
310 SOUND 1,100,4
320 PEN 0: LOCATE X+1,Y+1:PRINT CHR$(22)
;CHR$(1);MID$(A$,A,1);CHR$(22);CHR$(0);
330 PEN 0: LOCATE F+1,G+1:PRINT CHR$(22)
;CHR$(1);"+";CHR$(22);CHR$(0);:PEN 1
340 PLOT 100,72,2:DRAWR 216,40:PLOT 532,
72:DRAWR -216,40
350 Y=Y+D
```

```
360 IF RND>0.6 THEN F=F+INT(RND*1.5)-INT
(RND*1.5)
370 IF F<0 THEN F=0
380 IF RND<0.4 THEN G=G+INT(RND*1.5 AND
G<18)-INT(RND*1.5)
390 IF Y=HT THEN P=P+1:D=1:A=A+1
400 IF Y=P THEN SOUND 1,180,4:A=A+1:D=-1
:HT=HT-3
410 IF A=7 THEN 490
420 GOTO 250
430  PLOT 90,112,2:DRAW (F+1)*16+54,(24-
G)*16+8,2:PLOT 546,110,2:DRAW (F+1)*16+5
4,(24-G)*16+8,2
440 S=S+1
450 PLOT 90,112,0:DRAW (F+1)*16+54,(24-G
)*16+8,0:PLOT 546,110,0:DRAW (F+1)*16+54
,(24-G)*16+8,0
460 IF G=Y THEN IF X=F THEN 480
470 RETURN
480 SC=SC+10: LOCATE 7,1:PRINT SC;:LOCAT
E F+1,G+1:PRINT CHR$(238);:SOUND 1,180,4
:SOUND 1,120,4:SOUND 1,90,4:SOUND 1,50,4
:LOCATE F+1,G+1:PRINT" ";: GOTO 170
490 FOR A=1 TO 5:SOUND 1,220,4:SOUND 1,9
0,4:NEXT A:LOCATE X+1,20:CALL 360:K= PEE
K(367):IF K=32 THEN 510
500 LOCATE X+1,20:PRINT"  ";:GOTO 170
510 LOCATE X+1,21:CALL 360:K=PEEK(367):I
F K<>58 THEN 540
520 LEEK=LEEK +1
530 LOCATE X+1,21:PRINT" ";:LOCATE X+1,2
2:PRINT CHR$(237);:GOTO 170
540 LET LEEK = LEEK +2:LOCATE X,20:PRINT
"   ";:LOCATE X,21:PRINT"   ";:LOCATE X,
22:PRINT CHR$(237);CHR$(237);CHR$(237);:
GOTO 170
550 LOCATE 6,11:PRINT"- G A M E  O V E R
 -":LOCATE 3,14:PRINT"PRESS ANY KEY TO P
LAY AGAIN": FOR F= 1 TO 20:SOUND 1,(F+10
0),4:NEXT
560 IF SC>HS THEN HS=SC
570 LOSS=0:SC=0:LEEK=0
580 IF INKEY$<>"" THEN 580
590 IF INKEY$ = "" THEN 590
```

```
600 CLS: RESTORE: GOTO 80
610 GOTO 610
620 SYMBOL AFTER 230
630 SYMBOL 231,0,0,0,16,0,0,0,0
640 SYMBOL 232,0,0,0,24,24,0,0,0
650 SYMBOL 233,0,0,0,56,56,0,0,0
660 SYMBOL 234,0,0,0,60,60,60,0,0
670 SYMBOL 235,0,0,126,126,126,126,0,0
680 SYMBOL 236,0,0,254,254,254,254,254,0
690 SYMBOL 237,73,145,73,37,74,145,74,73
700 SYMBOL 238,153,58,36,219,219,36,58,1
53
710 SYMBOL 239,0,0,0,8,62,0,0,0
720 SYMBOL 240,0,0,24,255,66,0,0,0
730 SYMBOL 241,0,0,1,255,37,0,0,0
740 SYMBOL 242,0,0,128,255,164,0,0,0
750 B$=CHR$(239)+" "+CHR$(240)+" "+CHR$(
242)+CHR$(242)
760 RETURN
770 LOCATE 11,1:PRINT CHR$(24);"D A M B
U S T E R S":LOCATE 11,2:PRINT"  @ PAUL
 STANLEY  ";CHR$(24)
780 PRINT:PRINT"The year is 1943.You are
 in charge of a powerful Beam weapon wit
h which you are to protect a Dam from th
e bouncing bombsof the British attackers
."
790 PRINT
800 PRINT"They  have  several  Lancaster
  bombers which fly towards you and rele
ase their dangerous bombs, which might m
iss their target."
810 PRINT
820 PRINT"However,your task is not all t
hat simplefor your weapon is unable to r
each the  Lancasters so you must just sh
oot at thebombs instead.
          You can move your cross-hair s
ights withthe cursor keys."
830 PRINT:PRINT:PRINT"          PRESS ANY
KEY TO CONTINUE."
840 IF INKEY$="" THEN 840 ELSE CLS
850 LOCATE 11,1:PRINT CHR$(24);"D A M B
U S T E R S":LOCATE 11,2:PRINT"  @ PAUL
 STANLEY  ";CHR$(24)
```

```
860 PRINT:PRINT:PRINT
870 PRINT"Even adjusting the sights is d
ifficult  because there is a strong Wind
 which    causes  your  sights  to move
 about."
880 PRINT
890 PRINT"USE THE SPACE BAR TO FIRE."
900 PRINT:PRINT
910 PRINT"Because  of  the power of your
 weapon,  after 10 shots it is drained o
f power   and will only be ready by the
next time an aeroplane attacks.Your batt
le is over";
920 PRINT"when too much water has poured
 through  the broken Dam."
930 PRINT:PRINT:PRINT:PRINT"          PRE
SS ANY KEY TO START."
940 IF INKEY$="" THEN 940 ELSE CLS
950 RETURN
960 RESTORE 970:FOR X=360 TO 366:READ A:
POKE X,A:NEXT:RESTORE: RETURN
970 DATA 205,96,187,50,111,1,201
```

Τρίλιζα

Το γνωστό σε όλους μας παιχνίδι. Βάλτε τα δυνατά σας να νικήσετε τον πανέξυπνο αντίπαλο σας, που μπορεί μεν να παίζει καλά αλλά όχι και αλάνθαστα. Δοκιμάστε το!

```
10 REM      NOUGHTS  AND  CROSSES
20 REM         @ MICHAEL BEWS
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,6:INK 3,9:CLS
40 PAPER 0:PEN 1
50 CLS
60 DIM A$(9),A(9):D=0:H=0:M=0:N=0:T=0
70 Y$=CHR$(143)+"     "+CHR$(143)+"
"+CHR$(143)+"     "+CHR$(143)
80 Z$=STRING$(19,143)
90 GOTO 440
100 REM ***** MAIN ROUTINE *****
110 SOUND 1,120,10: T=T+1:A$(N)=CHR$(A+2
02):A(N)=SGN (A):A=-A:IF A<0 THEN LOCATE
 37,10:PRINT" ";
120 FOR x=0 TO 2:FOR y=1 TO 3:Z=x*3+y :
LOCATE (7+6*y),(5*(x+1)+3):PRINT A$(Z):N
EXT y:NEXT x
130 FOR X=0 TO 2:IF ABS(A(3*X+1)+A(3*X+2
)+A(3*X+3))=3 OR ABS(A(X+1)+A(X+4)+A(X+7
))=3 THEN 530
140 IF X>1 THEN 160
150 IF ABS (A(5)+A(5+2*(X+1))+A(5-2*(X+1
)))=3 THEN 530
160 NEXT X:IF T=9 THEN 310
170 IF A<0 THEN 390
180 IF T>0 THEN 210
190 N=1+2*INT(RND*5):IF N=5 THEN 190
200 GOTO 110
210 K=2:N=0
220 FOR X=0 TO 2:IF A(3*X+1)+A(3*X+2)+A(
3*X+3)=K THEN 320
230 IF A(X+1)+A(X+4)+A(X+7)=K THEN 340
240 IF X=2 THEN 260
250 IF A(5)+A(5+2*(X+1))+A(5-2*(X+1))=K
THEN 360
```

```
260 NEXT X:K=-K:IF K<0 THEN 220
270 FOR X=1 TO 40:N=1+2*INT(RND*5):IF N<
>5 AND A(N)=0 THEN 110
280 NEXT X
290 FOR X=1 TO 9:IF A(X)=0 THEN N=X:GOTO
 110
300 NEXT X
310 LOCATE 18,20:PRINT"DRAW!":D=D+1:FOR
X=1 TO 35:SOUND 1,(100-X),4:NEXT X:GOTO
560
320 FOR Y=3 TO 1 STEP -1:IF A(3*X+Y)=0 T
HEN N=3*X+Y:GOTO 110
330 NEXT Y
340 FOR Y=3 TO 1 STEP -1:IF A(X+Y*3-2)=0
 THEN N=X+3*Y-2:GOTO 110
350 NEXT Y
360 IF A(5)=0 THEN N=5:GOTO 110
370 IF A(5+2*(X+1))=0 THEN N=5+2*(X+1):G
OTO 110
380 IF A(5-2*(X+1))=0 THEN N=5-2*(X+1):G
OTO 110
390 X$=INKEY$:IF X$="" OR X$<"1" OR X$>"
9" THEN 390
400 N=VAL(X$)
410 LOCATE 34,12:PRINT"       ":LOCATE 34
,10:PRINT"You ";N;:SOUND 1,120,10:IF A$(
N)>"9" THEN LOCATE 34,12:PRINT"AGAIN!";:
FOR X=1 TO 5:FOR Y=1 TO 3:NEXT Y:SOUND 1
,180,10,3,1:NEXT X:GOTO 390
420 GOTO 110
430 PAPER 0:INK 1,24:INK 0,0:PEN 1
440 LOCATE 11,1:PRINT"NOUGHTS AND CROSSE
S"
450 LOCATE 11,2: FOR C=1 TO 19:PRINT CHR
$(208);:NEXT
460 FOR X=1 TO 9:A$(X)=STR$ (X):NEXT
470 LOCATE 1,3: PRINT:PRINT:FOR X=1 TO 3
:PRINT TAB(11) Z$;TAB(11)Y$;TAB (11)Y$;T
AB (11)Y$;TAB (11) Y$;:NEXT X:PRINT TAB(
11) Z$
480 LOCATE 1,4:PRINT"  I AM
             YOU ARE"
490 LOCATE 4,5:PRINT CHR$(203):LOCATE 36
,5:PRINT CHR$(201)
```

```
500 A=(2*INT(1+RND*2)-3)
510 P$="Me":IF A<0 THEN P$="You"
520 LOCATE 13,3:PRINT P$;" to go FIRST";
:GOTO 120
530 P$="YOU WIN":IF A<0 THEN P$="I WIN":
M=M+1:GOTO 550
540 H=H+1
550 LOCATE 2,12:INK 1,24,6:PRINT P$:FOR
X=1 TO 2: FOR S=1 TO 7:ENT 1,100,-S,2:SO
UND 1,200,30,7,0,1:NEXT S:NEXT X
560 LOCATE 1,22:INK 1,24,6:PRINT"Score:
 YOU ";H;"    ME ";M;"     DRAW ";D;:LOC
ATE 7,24:PRINT"PRESS ANY KEY FOR NEW GAM
E"
570 IF INKEY$<>"" THEN 570
580 X$=INKEY$:IF X$="" THEN 580
590 FOR X=1 TO 9:A(X)=0:NEXT
600 N=0:T=0:CLS:GOTO 430
```

Γκραν Πρι

Στο παιχνίδι αυτό έχετε την Φόρμουλα σας, έναν ικανό αντίπαλο (τον... AMSTRAD) και όση ταχύτητα θέλετε. Μπορείτε να διαλέξετε δύο ταχύτητες και το είδος της πίστας. Αν τρακάρεις ή φύγεις από την πίστα δεν χάνεις μόνο βαθμούς αλλά ξεκινάς κι από ένα τυχαίο σημείο της πίστας, έτσι που θα χρειαστείς τη γρηγοράδα ενός Λάουντα για να κερδίσεις το Γκραν Πρι αυτό!

```
10 REM GRAND PRIX.
20 REM @ PAUL STANLEY.
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
40 DIM B$(3),I(3):FOR F=1 TO 3:B$(F)="":
I(F)=0:NEXT
50 GOSUB 880
60 GOSUB 410
70 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
80 LOCATE 1,24:PEN 3:PRINT CHR$(20);"ENT
ER SKILL (1-good to 4-bad)";:INPUT SK:IF
 SK<1 OR SK>4 THEN 80:PEN 1
90 LOCATE 1,24:PEN 2:PRINT CHR$(20);"How
 many laps";:INPUT LAPS:IF LAPS <1 THEN
90:PEN 1
100 LOCATE 1,24:PRINT CHR$(20);"1-Hard O
r 2-Easy Circuit";:INPUT CI:IF CI<>1 AND
 CI<>2 THEN 100
110 CLS:GOSUB 490
120 READ Q
130 LOCATE 18,3:PEN 3:PRINT"READY";:GOSU
B 900:SOUND 1,120,3:SOUND 1,180,3:LOCATE
 18,3:PEN 2:PRINT"STEADY";:GOSUB 900:SOU
ND 1,120,3:SOUND 1,90,3:LOCATE 18,3:PEN
1:PRINT"GO    ";:SOUND 1,180,3:SOUND 1,9
0,3:LOCATE 18,3:PRINT"      ";
140 GOSUB 900
150 IF INKEY$<>"" THEN 150
160 IF INKEY$="1" THEN G=1:SOUND 1,200,3
```

```
170 IF INKEY$="2" THEN G=2:SOUND 1,170,3
180 PO=PO-(INKEY(1)=0 AND PO<227)+7*(INK
EY(1)=0 AND PO=227)+(INKEY(8)=0 AND PO>2
20)-7*(INKEY(8)=0 AND PO=220):IF X<5 THE
N C=1
190 FOR F=1 TO G
200 SOUND 1,250,1:SOUND 1,300,1
210  Y=Y+(PO>220 AND PO<224)-(PO>224):X=
X+(PO<222 OR PO=227)-(PO>222 AND PO<226)
220 LOCATE X+1,Y+1:CALL 360:K=PEEK(367):
 IF K=228 OR K=0 THEN Y=Y1:X=X1:SOUND 1,
90,3:PO=INT(RND*8)+220
230  PEN 0:LOCATE X1+1,Y1+1:PRINT CHR$(P
O1);:PEN 1
240  LOCATE X+1,Y+1:PRINT CHR$(PO);
250 Y1=Y:X1=X:PO1=PO
260 IF Y=10 THEN IF X>27 THEN IF C=1 THE
N SOUND 1,200,3:L1=L1+1:LOCATE 11,1:PRIN
T MID$(STR$(L1),2);:C=0:IF L1=LAPS+1 THE
N 370
270 NEXT F
280 SOUND 1,1180,1:SOUND 1,500,1
290 PEN 3:CY=CY+(CPO>220 AND CPO<224)-(C
PO>224):CX=CX+(CPO<222 OR CPO=227)-(CPO>
222 AND CPO<226):PEN 1
300 READ Q:CPO=220+Q
310 SOUND 1,1180,1:SOUND 1,500,1
320 PEN 0:LOCATE CX1+1,CY1+1:PRINT CHR$(
CPO);:PEN 1
330 PEN 3: LOCATE CX+1,CY+1:PRINT CHR$(C
PO);:PEN 1
340 CY1=CY:CX1=CX:CPO1=CPO
350 IF CY=11 THEN IF CX=30 THEN FG=1:GOS
UB 710:L2=L2+1:SOUND 1,120,1:IF L2=LAPS+
1 THEN 370 ELSE LOCATE 30,1:PRINT MID$(S
TR$(L2),2);
360 GOTO 160
370 FOR F=1 TO 40:SOUND 1,(F+100),3:NEXT
380 LOCATE 3,24:PRINT CHR$(24);"PRESS AN
Y KEY TO PLAY AGAIN.";CHR$(24);
390 IF INKEY$<>"" THEN 390
400 IF INKEY$="" THEN 400 ELSE CLS:GOTO
80
410 a$=" GRAND  PRIX  -  BY  PAUL  STANL
EY"
```

```
420 PEN 2:LOCATE 1,5:PRINT"Steer your ca
r around the Race-track andtry to beat
  [A] car driven by the computer.":PE
N 1
430 PEN 3:PRINT:PRINT"Turn left with the
 left arrow key and  right with the rig
ht arrow key.":PEN 1
440 PRINT:PRINT"You can select gears wit
h [1] slow and [2] fast.The computer wi
ll stay in  [1]"
450 PEN 3:PRINT:PRINT"If you crash you w
ill restart randomly. So you must sort y
ourself out as fast aspossible.Your car
is the Yellow one.":PEN 1
460 PRINT:PRINT:PRINT"          PRESS ANY
 KEY TO START"
470 PEN 1:B$=STRING$(40,46)+A$+STRING$(4
0,46):FOR N=1 TO LEN(B$)-40:IF INKEY$<>"
" THEN CLS ELSE LOCATE 1,1:PRINT CHR$(24
);MID$(B$,N,40);CHR$(24):PEN 1:LOCATE 1,
24:PRINT CHR$(24);MID$(B$,N,40);CHR$(24)
:NEXT:PEN 1 : GOTO 470
480 RETURN
490 RESTORE 510
500 SYMBOL AFTER 219
510 SYMBOL 220,0,110,132,252,252,132,110
,0
520 SYMBOL 221,40,108,240,58,223,76,24,8

530 SYMBOL 222,60,90,90,24,90,126,90,0
540 SYMBOL 223,20,54,15,92,251,50,24,16

550 SYMBOL 224,0,118,33,63,63,33,118,0
560 SYMBOL 225,16,24,50,251,92,15,54,20
570 SYMBOL 226,0,90,126,90,24,90,90,60
580 SYMBOL 227,8,24,76,223,58,240,108,40

590 SYMBOL 228,60,66,189,165,165,189,66,
60
600 LOCATE 1,2
```

```
610 M$="  IIIIIIIIIIIIIIIIIIIIIIIIIIII
 II                          II II
                      III
IIIIIIIII      II              II    I
II     II             II     I   II    I
I    IIIIIIIIII      I    II   I":GOSUB
860
620 M$="I          I         I     I   I
I          I         I     I   II
   I    I    I     I   III         I   I
II   I     I   I IIIIII    I   I I   I
   I   I      II   I   I I   I     I   I
 IIIIII    I   I I   I     I   I":GOSUB
860
630 M$="II         I   I I   II   II   I
I          I   I I    IIIII    II     II
IIII   I I             II              I
 I             II              I I
       III            II II           II
 IIIIIIIIIIIIII   IIIIIIIIIIIII":GOSUB 8
60
640 LOCATE 28,12:PEN 3:PRINT CHR$(228);"
   ";CHR$(228);:PEN 1
650 IF CI=1 THEN LOCATE 7,4:PEN 2:PRINT
CHR$(228);CHR$(228);:LOCATE 6,5:PRINT CH
R$(228);CHR$(228);:LOCATE 3,9:PRINT CHR$
(228);:LOCATE 3,10:PRINT CHR$(228);CHR$(
228);
660 IF CI=1 THEN LOCATE 4,18:PRINT CHR$(
228);:LOCATE 4,19:PRINT CHR$(228);:LOCAT
E 19,9:PRINT CHR$(228);:LOCATE 29,14:PRI
NT CHR$(228);:PEN 1
670 DATA 2,1,1,1,1,1,1,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,7,7,7,0,7,5,5,5,5,6,6,7,7,0
,7,6,5,4,4,4,4,4,4,3,2,2,2,2,2,3,3,3,4,5
,5,6,6,6,6,5,5,4,4,4,4,4,4,4,3,3,3,2,2,2
,2
680 DATA 2,2,1,1,1,1,1,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,7,7,7,0,7,6,5,4,5,5,5,6
,7,7,0,7,6,5,4,4,4,4,4,4,3,3,2,2,2,2,3,3
,3,4,5,6,6,6,5,5,5,5,4,4,4,4,3,3,3,3,2,2
,2
```

```
690 DATA 2,2,2,2,1,1,1,1,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,7,7,7,0,0,0,0,0,7,7,6,6,5
,4,4,4,4,4,5,5,6,6,6,7,0,0,0,0,0,7,6,5,4
,4,4,4,4,4,4,4,3,3,3,2,2,2,2,2,2,3,3,3,4
,5,6,6,6,6,6,6,6,6,5,5,5,5,4,4,3,3,3,3,3
,2,2,2,2,2
700 DATA 2,2,2,2,2,1,1,1,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,7,7,0,0.0,7,6
,6,6,6,5,4,4,4,4,4,5,5,5,6,7,7,0,0,0,0,0
,7,7,6,5,4,4,4,4,4,4,4,4,4,3,3,3,2,2,2,2
,2,2,2,2,3,3,4,4,5,5,6,6,6,6,6,6,6,6,5,5
,4,4,4,4,4,3,3,3,2,2,2,2,2,2,2
710 IF SK=1 THEN RESTORE 670
720 IF SK=2 THEN RESTORE 680
730 IF SK=3 THEN RESTORE 690
740 IF SK=4 THEN RESTORE 700
750 IF FG=1 THEN FG=0: RETURN
760 PO=222:CPO=222
770 Y=10:X=28:CY=Y:CX=30
780 Y1=Y:X1=X:PO1=PO
790 CY1=CY:CX1=CX:CPO1=CPO
800 L1=1:L2=L1
810 G=1:C=0
820 PEN 1:LOCATE X+1,Y+1:PRINT CHR$(PO);
" ";:PEN 3:PRINT CHR$(CPO);
830 LOCATE 1,1:PRINT CHR$(24);"YOUR LAPS
:";MID$(STR$(L1),2);" ";CHR$(24);
840 PEN 2:PRINT CHR$(24);" COMPUTER'S LA
PS:";MID$(STR$(L2),2);" ";CHR$(24);:PEN
1
850 RETURN
860 PEN 2: FOR X=1 TO LEN(M$):IF MID$(M$
,X,1)=" " THEN PRINT " "; ELSE PRINT CHR
$(155+ASC(MID$(M$,X,1)));
870 NEXT:PEN 1:RETURN
880 RESTORE 890:FOR X=360 TO 366:READ A:
POKE X,A:NEXT:RESTORE:RETURN
890 DATA 205,96,187,50,111,1,201
900 FOR LX=1 TO 800:NEXT
910 RETURN
```

Διαστημικοί εισβολείς

Κατά χιλιάδες κατεβαίναν στις οθόνες των φλίμπερ! Νάτοι τώρα και στις οθόνες των AMSTRAD σας. Οι κλασικοί πλέον εισβολείς κάνουν πάλι την εμφάνιση τους, σε πιο «σπιτική» μορφή. Σκοπός του παιχνιδιού, όπως και τότε, «εξολοθρεύστε τα UFO»! Και μεγάλη προσοχή στο μητρικό σκάφος, που αξίζει πολλούς, πολλούς βαθμούς.

```
10 REM INVADERS
20 REM @ MICHAEL BEWS
30 DIM I(50)
40 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
50 J$(1)=STRING$(32,32)
60 GOSUB 1350
70 XW=0:XV=0:YV=0:IMF=0:TC=0:RA=0:RR=80:
HS=-100:TS=0:A=0:C=0:FX=0:L=0:P=7:Q=6:T=
2:U=1:V=5:W=10:SC=0:XP=0:Z=1
80 YY=0:XZ=2:XN=0:XS=0
90 GOSUB 1180:GOTO 720
100 REM MAIN PROGRAM LOOP
110 REM
120 REM INVADER SHUFFLE
130 REM
140 IF TC=U THEN TC=0: GOTO 630
150 FX=U: X=U
160 IF I(X+L*P)=0 THEN FX=0: GOTO 180
170 X=X+U: IF X<P+U THEN 160
180 PEN INT(2.5-Z/2): FW=U: X=U
190 IF I(X)=0 THEN FW=0: GOTO 210
200 X=X+U: IF X<50 THEN 190
210 IF FW=U THEN FW=0: GOTO 1070
220 IF FX=U THEN GOTO 330
230 IF FX=U THEN FX=0: GOTO 330
240 IF L+A>19 THEN GOTO 1050
250 LOCATE 1,L+A+1: IF (Z=-U AND TC=0) T
HEN PRINT"   ";
260 FOR X = U TO P: IF I(P*L+X)=U THEN P
RINT"     ";: GOTO 280
270 PRINT I$;
280 NEXT X
290 PEN 1
```

```
300 SOUND 1,120,2
310 IF RND <0.6 THEN 330
320 ' XW=U+INT(RND*P): IF I(XW+L*P)=0 TH
EN XV=8-16*(Z=-U)+(XW-U)*32:YV=167-(L+A)
*8:PRINT CHR$(22);CHR$(1);:PEN 2:PLOT 64
+XV,YV:DRAW 0,-143+(L+A)*16:SOUND 1,120,
4:SOUND 1,90,4:PEN 0:PLOT 64+XV,YV:DRAW
0,-143+(L+A)*16:PRINT CHR$(22);CHR$(0);:
PEN 1:IMP=U
330 L=L+U: IF L>Q THEN L=0:Z=-Z:C=C+U:IF
 C=V THEN C=0:LOCATE 1,A+1:PRINT J$;:A=A
+U
340 IF TC=U THEN TC=0: GOTO 630
350 IF L<>0 OR A<0.5 THEN 430
360 XZ=INT(RND*27):LOCATE 1,1:PRINT J$;:
LOCATE XZ+1,1:PEN 3:PRINT G$;:PEN 1
370 IF RND >0.6 THEN 430
380 PLOT XZ*16+68,386,2:DRAWR 0,-288,2:S
OUND 1,90,4:SOUND 1,60,4:SOUND 1,30,4:PL
OT XZ*16+68,386,0:DRAWR 0,-288,0
390 PLOT (V+XZ)*16+60,386,2:DRAWR 0,-288
,2:SOUND 1,90,4:SOUND 1,60,4:SOUND 1,30,
4:PLOT(V+XZ)*16+60,386,0:DRAWR 0,-288,0
400 IF XZ=XP+U OR XZ=XP+T OR XZ+4=XP+U O
R XZ+4=XP+T THEN LOCATE 11,22:PRINT"<ZAP
>";:SC=SC-50:FOR X=U TO V:LOCATE XP+1,21
:PEN 3:PRINT N$;:PEN 1:SOUND 1,120-10*X,
2:FOR Y=U TO 8:NEXT:LOCATE XP+1,21:PEN 2
:PRINT T$;:PEN 1:FOR Y=U TO V:NEXT Y,X
410 LOCATE 7,22:PRINT"      ";:LOCATE 7,2
3:PRINT MID$(STR$(SC),2);: LOCATE 11,22:
PRINT"      ";
420 REM  KEYBOARD INPUT
430 IF INKEY(9)=0 THEN SOUND 1,180,3:GOT
O 500
440 IF INKEY(8)=0 THEN XP=XP+1*(XP>0):LO
CATE XP+1,21:PEN 2:PRINT T$;:PEN 1:GOTO
130
450 IF INKEY(8)=32 THEN LOCATE XP+1,21:P
RINT "     ";:XP=XP-V:XP=-XP*(XP>=0):LOCA
TE XP+1,21:PEN 2:PRINT T$;:PEN 1:GOTO 13
0
460 IF INKEY(1)=0 THEN XP=XP-1*(XP<27):L
OCATE XP+1,21:PEN 2:PRINT T$;:PEN 1:GOTO
 130
```

```
470 IF INKEY(1)=32 THEN LOCATE XP+1,21:P
RINT "     ";:XP=XP+V:XP=-27*(XP>27)-XP*(
XP<=27):LOCATE XP+1,21:PEN 2:PRINT T$;:P
EN 1:GOTO 130
480 GOTO 130
490 REM ROCKET FIRE
500 XN=(XP-U+W)*T:XS=XN-W*INT(XN/W):IF (
XS<>T AND XS<>T+T) THEN GOTO 130
510 RR=RR-1:LOCATE 31,23:PRINT"  ";:LOCA
TE 31,23:PRINT MID$(STR$(RR),2);
520 LOCATE XP+T,20:PEN 3:PRINT CHR$(244)
;:PEN 1
530 IF RR<1 THEN TC=U
540 R=18
550 LOCATE XP+T,R+U:CALL 360:KK=PEEK(367
):IF KK=32 THEN 580
560 RA=(R=0)*(A>0):SC=SC+20-180*(RA=U):F
OR X=U TO V+2*(RA=0):LOCATE XP+T,R+T:PRI
NT" ";:LOCATE XP+T,R+U:PRINT M$;:SOUND 1
,60-V*X,3:FOR Y=U TO 8:NEXT:LOCATE XP+T,
R+U:PRINT" ";:FOR Y=U TO V:NEXT Y,X:LOCA
TE XP+U,R+U:PRINT"    ";:LOCATE XP+T,20:P
RINT" ";
570 LOCATE 7,23:PRINT"     ";:LOCATE 7,23
:PRINT MID$(STR$(SC),2);:GOTO 610
580 IF R<>0 THEN 600
590 LOCATE XP+T,20:PRINT" ";:LOCATE XP+T
,1:PRINT CHR$(244);:LOCATE W+U,22:PRINT"
MISS!";:SOUND 1,1500,4:FOR X=U TO 80:NEX
T:SC=SC-W:LOCATE 7,23:PRINT"     ";:LOCAT
E 7,23:PRINT MID$(STR$(SC),2);:LOCATE W+
U,22:PRINT"      ";:LOCATE XP+T,1:PRINT"
";:GOTO 130
600 R=R-1: GOTO 550
610 IF R>=A THEN I(P*(R-A)+U+INT((XP+1)/
4))=1
620 GOTO 130
630 REM INVASION
640 FOR X=1 TO 10:J$(X)="":NEXT X:J$(1)=
STRING$(32,32)
650 LOCATE 16,22:PEN 3:PRINT"  TAKE COVE
R!! 0 ";:PEN 1
660 FOR X=49 TO U STEP -U:IF I(X)=1 THEN
 NEXT X
```

```
670 J=1:YY=INT(X/P)-1
680 FOR Y=0 TO YY:FOR X=U TO P:IF I(P*Y+
X)=U THEN J$(J)=J$(J)+"    " ELSE J$(J)=
J$(J)+I$
690 NEXT X :J$(J)=J$(J)+"    ":J=J+1:NEX
T Y
700 LOCATE 1,A+1:PEN 3:FOR XX=1 TO J:PRI
NT J$(XX);:NEXT XX:PEN 1:A=A+1:IF A>14 T
HEN 1050
710 GOTO 700
720 CLS:LOCATE 13,1:PEN 2:PRINT CHR$(24)
;"I N V A D E R S";CHR$(24);:PEN 1
730 I$=CHR$(231)+CHR$(232)+"  "
740 T$=" "+CHR$(233)+CHR$(234)+" "
750 G$=CHR$(235)+CHR$(237)+CHR$(239)+CHR
$(238)+CHR$(236)
760 D$=CHR$(241)+CHR$(242)+CHR$(243)+"
"
770 R$=CHR$(244)
780 M$=CHR$(245)
790 N$=" "+M$+M$+" "
800 LOCATE 1,3:PEN 3:PRINT"USE YOUR ROCK
ET LAUNCHER";:PEN 2:PRINT T$;:PEN 3:PRIN
T"TO WIPE OUT";"THE INVADERS ";:PEN 1:PR
INT I$;:PEN 3:PRINT"AND TO DAMAGE THE";"
COMMAND SHIP WHICH ARRIVES LATER ";:PEN
2:PRINT G$:PEN 1
810 PEN 2:PRINT:PRINT"YOU CAN NOT FIRE W
HILE YOU ARE BEHIND A LASER SHIELD ";:PE
N 3:PRINT D$:PEN 1
820 PRINT STRING$(40,240);
830 PEN 3:PRINT"USE LEFT AND RIGHT CURSO
R KEYS TO MOVE  LAUNCHER (with SHIFT to
move faster).":PEN 1
840 PRINT:PRINT CHR$(24);"     USE THE CO
PY KEY TO FIRE ROCKETS    ";CHR$(24);
850 PEN 2:LOCATE 8,15:PRINT CHR$(24);"YO
U HAVE ONLY";RR;"ROCKETS.";CHR$(24):PEN
1
860 PRINT STRING$(40,240);
870 PEN 3
880 PRINT"SCORES:"
890 PRINT"       INVADER HIT
     =  20";
```

```
900 PRINT"        DIRECT HIT ON COMMAND S
HIP   = 200";
910 PRINT"        EACH COMPLETE MISS
     = -10";
920 PRINT"        ZAPPED BY BY COMMAND SH
IP    = -50        ZAPPED BY AN INVADER
     = -20"
930 PEN 1
940 PEN 2:LOCATE 5,25:PRINT CHR$(24);"PR
ESS ANY KEY TO START THE GAME";CHR$(24);
:PEN 1
950 IF INKEY$<>"" THEN 950
960 IF INKEY$="" THEN 960 ELSE CLS
970 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #
0,1
980 A=0:C=0:FX=0:L=0:P=7:Q=6:T=2:U=1:V=5
:W=10:SC=0:XP=0:Z=1
990 J$=SPACE$(32)
1000 CLS:PEN 2:FOR X=1 TO 7:LOCATE 3,X:F
OR Y= 1 TO 7: PRINT I$;:NEXT Y,X:PEN 1
1010 LOCATE 1,20:FOR X= 1 TO 6:PRINT D$;
:NEXT:PRINT CHR$(241);CHR$(242)
1020 LOCATE 1,21:PEN 2:PRINT T$;:PEN 1
1030 LOCATE 1,23:PEN 3:PRINT CHR$(24);"S
CORE:";CHR$(24);:PEN 1:PRINT MID$(STR$(S
C),2);:LOCATE 16,23:PRINT CHR$(24);"ROCK
ET RESERVE:";CHR$(24);MID$(STR$(RR),2);
1040 GOTO 110
1050 LOCATE 1,6:PEN 2:PRINT"YOUR PLANET
HAS BEEN TAKEN OVER.";:PEN 1
1060 PRINT:PRINT"YOU SCORED";SC;"USING";
80-RR;"ROCKETS";:GOTO 1090
1070 LOCATE 1,6:PEN 3:PRINT CHR$(24);"YO
U HAVE WIPED OUT THE INVADERS,";CHR$(24)
;:PEN 1:PRINT:PRINT CHR$(24);"SCORED";SC
;"AND USED";80-RR;"ROCKETS";CHR$(24);
1080 LOCATE 2,10:PEN 2:PRINT"C O N G R A
 T U L A T I O N S";:PEN 1
1090 IF SC>HS THEN HS=SC
1100 TS=TS+SC
1110 LOCATE 13,12:PRINT"LAST SCORE     ";
SC:LOCATE 13,13:PEN 3:PRINT"HIGHEST SCOR
E ";HS:PEN 1:LOCATE 13,14:PEN 2:PRINT"TO
TAL SCORE    ";TS:PEN 1
```

```
1120 FOR Z=1 TO 2000:NEXT:LOCATE 5,16:PE
N 3:PRINT CHR$(24);"PRESS ANY KEY TO RES
TART.";CHR$(24);:PEN 1
1130 IF INKEY$<>"" THEN 1130
1140 IF INKEY$="" THEN 1140 ELSE CLS:LOC
ATE 13,12:PRINT"STAND BY";:FOR X=5 TO 1
STEP -1:LOCATE 16,18:PRINT CHR$(24);X;CH
R$(24);:FOR Y=1 TO 800:NEXT Y,X
1150 FOR X=1 TO 49:I(X)=0:NEXT:SC=0:RR=8
0:XP=0:GOTO 980
1160 STOP
1170 REM GRAPHICS
1180 SYMBOL AFTER 230
1190 SYMBOL 231,60,140,115,51,63,111,193
,192
1200 SYMBOL 232,60,49,206,204,252,246,13
1,3
1210 SYMBOL 233,27,31,26,62,255,255,85,4
2
1220 SYMBOL 234,224,240,88,124,255,255,1
70,84
1230 SYMBOL 235,0,0,7,31,248,127,0,0
1240 SYMBOL 236,0,0,224,248,31,254,0,0
1250 SYMBOL 237,0,63,240,191,0,255,127,0
1260 SYMBOL 238,0,252,15,253,0,255,254,0
1270 SYMBOL 239,126,255,0,195,255,129,25
5,60
1280 SYMBOL 240,0,0,0,255,126,0,0,0
1290 SYMBOL 241,255,126,255,126,255,126,
255,0
1300 SYMBOL 242,255,0,255,0,255,0,255,0
1310 SYMBOL 243,255,126,255,126,255,126,
255,0
1320 SYMBOL 244,24,24,24,24,24,24,24,0
1330 SYMBOL 245,0,82,24,124,62,24,74,0
1340 RETURN
1350 RESTORE 1360:FOR X=360 TO 366:READ
A:POKE X,A:NEXT:RESTORE:RETURN
1360 DATA 205,96,187,50,111,1,201
```

Πεσίματα...

Ένα παιχνίδι για δύο παίκτες, όπου ο καθένας οδηγεί μια μικρή φιγούρα σε έναν κάθετο λαβύρινθο, ώστε να πέσει μέσα από μια τρύπα στο κινούμενο πάτωμα. Η φιγούρα κινείται μέσα στον λαβύρινθο κινώντας δείκτες στα εξωτερικά τοιχώματα πάνω-κάτω και σπρώχνοντας τα οριζόντια κομμάτια του λαβύρινθου αριστερά ή δεξιά ώστε να μπορεί η φιγούρα να πέσει στο αμέσως επόμενο επίπεδο. Όλη η φασαρία είναι να προχωράς το δικό σου ανθρωπάκι προς τα κάτω χωρίς να ανοίγεις δρόμο και για τον αντίπαλο σου.

```
10 REM FALL GUY
20 REM @ PAUL STANLEY
30 MODE 1:BORDER 1:INK 0,0:INK 1,8:INK 2
,6:INK 3,18:PAPER 0:PEN 1:CLS
40 REM
50 GOSUB 1060:GOSUB 900
60 WINDOW #1,1,40,1,25:PAPER #1,0:CLS #1
70 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
80 DIM A$(19)
90 INPUT"Please enter your names.
 First,  the player on the left:";b$:INP
UT"And now the player on the right:";C$
100 LOCATE 11,11:PEN 3:PRINT"PLEASE WAIT
":PEN 1
110 GOSUB 850
120 GOSUB 790
130 Y=INT(RND*19)+2:Y1=INT(RND*19)+2
140 G=7:G1=24:F=1:F1=1
150 W$=" "+CHR$(231)+CHR$(231)+CHR$(231)
+CHR$(231)+CHR$(231)+CHR$(231)+CHR$(231)
+CHR$(231)+CHR$(231)+CHR$(231)+CHR$(231)
+CHR$(231)+CHR$(231)+CHR$(231)+CHR$(231)
+CHR$(231)+CHR$(231)+CHR$(231)+CHR$(231)
160 FOR L=1 TO 5:ENT 1,100,L,4:SOUND 1,2
84,30,15,0,1:NEXT
170 LOCATE 5,Y+1:PRINT CHR$(233):LOCATE
28,Y1+1:PRINT CHR$(234)
180 LOCATE G+1,F+1:PEN 3:PRINT CHR$(232)
:LOCATE G1+1,F1+1:PRINT CHR$(232):PEN 1
```

```
190 LOCATE G+1,F+2:CALL 360:K=PEEK(367):
IF K=32 THEN LOCATE G+1,F+1:PRINT" ":F=F
+1:LOCATE G+1,F+1:PEN 3:PRINT CHR$(232):
PEN 1:SOUND 1,120,2
200 LOCATE G+1,F+2:CALL 360:K=PEEK(367):
IF K=79 THEN FOR I=3 TO 9:SOUND 1,10,I,3
:NEXT:LOCATE G+1,F+1:PRINT" ";:LOCATE 8,
2:PEN 3:PRINT CHR$(232):PEN 1:F=1:G=7
210 LOCATE G1+1,F1+2:CALL 360:K=PEEK(367
):IF K=32 THEN LOCATE G1+1,F1+1:PRINT" "
:F1=F1+1:LOCATE G1+1,F1+1:PEN 3:PRINT CH
R$(232):PEN 1:SOUND 1,180,2
220 LOCATE G1+1,F1+2:CALL 360:K=PEEK(367
):IF K=79 THEN FOR I=3 TO 9:SOUND 1,10,I
,3:NEXT:LOCATE G1+1,F1+1:PRINT " ";:LOCA
TE 25,2:PEN 3:PRINT CHR$(232):PEN 1:F1=1
:G1=24
230 IF F=21 OR F1=21 THEN 580
240 IF INKEY(65)=0 AND Y>2 THEN LOCATE 5
,Y+1:PRINT" ":Y=Y-1
250 IF INKEY(32)=0 AND Y1>2 THEN LOCATE
28,Y1+1:PRINT" ":Y1=Y1-1
260 IF INKEY(69)=0 AND Y<20 THEN LOCATE
5,Y+1:PRINT" ":Y=Y+1
270 IF INKEY(36)=0 AND Y1<20 THEN LOCATE
 28,Y1+1:PRINT" ":Y1=Y1+1
280 IF INKEY(67)=0 THEN GOSUB 340
290 IF INKEY (34)=0 THEN GOSUB 460
300 IF INKEY(59)=0 THEN GOSUB 400
310 IF INKEY(27)=0 THEN GOSUB 520
320 W$=MID$(W$,2)+LEFT$(W$,1):LOCATE 7,2
2:PEN 2:PRINT W$:PEN 1
330 GOTO 170
340 I=Y-1:IF Y=F THEN IF G=6 THEN IF MID
$(A$(I),2,1)<>" " THEN RETURN
350 IF Y=F1 THEN IF G1=6 THEN IF MID$(A$
(I),2,1)<>" " THEN RETRUN
360 A$(I)=MID$(A$(I),2)+LEFT$(A$(I),1)
370 IF Y=F THEN IF MID$(A$(I),G-5,1)<>"
" THEN G=G-1
380 IF Y=F1 THEN IF MID$(A$(I),G1-5,1)<>
" " THEN G1=G1 -1
390 LOCATE 7,Y+1:PRINT A$(I):RETURN
400 I=Y-1:IF Y=F THEN IF G=25 THEN IF MI
D$(A$(I),19,1)<>" " THEN RETURN
```

```
410 IF Y=F1 THEN IF G1=25 THEN IF MID$(A
$(I),19,1)<>" " THEN RETURN
420 A$(I)=RIGHT$(A$(I),1)+LEFT$(A$(I),19
)
430 IF Y=F THEN IF MID$(A$(I),G-5,1)<>"
" THEN G=G+1
440 IF Y=F1 THEN IF MID$(A$(I),G1-5,1)<>
" " THEN G1=G1+1
450 LOCATE 7,Y+1:PRINT A$(I):RETURN
460 I=Y1-1:IF Y1=F1 THEN IF G1=6 THEN IF
 MID$(A$(I),2,1)<>" " THEN RETURN
470 IF Y1=F THEN IF G=6 THEN IF MID$(A$(
I),2,1)<>" " THEN RETURN
480 A$(I)=MID$(A$(I),2)+LEFT$(A$(I),1)
490 IF Y1=F1 THEN IF MID$(A$(I),G1-5,1)<
>" " THEN G1=G1-1
500 IF Y1=F THEN IF MID$(A$(I),G-5,1)<>"
 " THEN G=G-1
510 LOCATE 7,Y1+1:PRINT A$(I):RETURN
520 I=Y1-1:IF Y1=F1 THEN IF G1=25 THEN I
F MID$(A$(I),19,1)<>" " THEN RETURN
530 IF Y1=F THEN IF G=25 THEN IF MID$(A$
(I),19,1)<>" " THEN RETURN
540 A$(I)=RIGHT$(A$(I),1)+LEFT$(A$(I),19
)
550 IF Y1=F1 THEN IF MID$(A$(I),G1-5,1)<
>" " THEN G1=G1+1
560 IF Y1=F THEN IF MID$(A$(I),G-5,1)<>"
 " THEN G=G+1
570 LOCATE 7,Y1+1:PRINT A$(I):RETURN
580 IF F=21 THEN Y=F:X=G
590 IF F1=21 THEN Y=F1:X=G1
600 W$=CHR$(232)+CHR$(235):C=-0.5:PEN 3:
FOR G=0 TO 16:LOCATE X+1,Y+1:PRINT MID$(
W$,C+1.5,1):C=-C:SOUND 2,(100),7,4,1 :NE
XT  G:PEN 1
610 FOR V=0 TO 31:LOCATE V+1,19:PRINT" "
:LOCATE V+1,20:PRINT" ":LOCATE V+1,21:PR
INT" ":LOCATE V+1,22:PRINT" ":NEXT
620 PEN 3: FOR V=2 TO 28 STEP 2:LOCATE V
,20:PRINT" ":LOCATE V+1,21:PRINT CHR$(23
2):SOUND 1,180,15:FOR B=1 TO 150:NEXT B:
LOCATE V+1,21:PRINT" ":LOCATE V+2,20:PRI
NT CHR$(235):FOR B=1 TO 150:NEXT B,V: PE
N 1:SOUND 1,120,15:SOUND 1,90,15
```

```
630 Z$=INKEY$:IF Z$<>"" THEN 630
640 CLS:IF F=21 THEN W$=B$
650 IF F1=21 THEN W$=C$
660 IF F1=21 AND F=21 THEN 700
670 LOCATE 1,6:PRINT"Well done ";W$;"!"
680 PRINT:PRINT:PRINT"You were the best
Fall Guy!!"
690 GOTO 710
700 LOCATE 1,6:PRINT"The result was a dr
aw.":PRINT:PRINT:PRINT"You both did equa
lly well."
710 PRINT:PRINT:PRINT"Press [X] to quit
the program.":PRINT:PRINT"Press [1] for
the same course.":PRINT:PRINT"Press [2]
for a new course."
720 Z$=INKEY$:IF Z$="" THEN 720 ELSE Z$=
UPPER$(Z$)
730 IF Z$="X" THEN STOP
740 IF Z$="1" THEN 770
750 IF Z$="2" THEN CLS:LOCATE 11,11:PRIN
T"PLEASE WAIT":ERASE A$:DIM A$(19):GOTO
110
760 GOTO 720
770 CLS:FOR F=1 TO 19:I=INT(RND*20)+1:A$
(F)=MID$(A$(F),I)+MID$(A$(F),1,I-1):NEXT
780 GOTO 120
790 CLS:FOR F=1 TO 19:LOCATE 7,F+2:PRINT
 A$(F):NEXT
800 FOR F=2 TO 21:LOCATE 6,F+1:PEN 2:PRI
NT CHR$(231):LOCATE 27,F+1:PRINT CHR$(23
1):NEXT:PEN 1
810 FOR F=5 TO 26:LOCATE F+1,2:PEN 2:PRI
NT CHR$(231):PEN 1:NEXT
820 LOCATE 8,2:PRINT" ":LOCATE 25,2:PRIN
T" ":LOCATE 17,22:PRINT" "
830 LOCATE 1,1:PRINT CHR$(24) B$:LOCATE
(33-LEN(C$)),1:PRINT C$:PRINT CHR$(24)

840 RETURN
850 FOR F=1 TO 19
860 FOR G=1 TO 20:X$=CHR$(32-199*(RND>0.
5)): IF RND < 0.02 THEN X$="O"
870 A$(F)=A$(F)+X$
880 NEXT G,F
```

```
890 RETURN
900 SYMBOL AFTER 230
910 SYMBOL 231,170,85,170,85,170,85,170,
85
920 SYMBOL 232,24,24,255,60,60,90,66,195
930 SYMBOL 233,8,12,250,137,250,12,8,0
940 SYMBOL 234,16,48,95,147,95,48,16,0
950 SYMBOL 235,153,219,126,60,60,126,219
,129
960 REM
970 PEN 2:QQ$="     AAA AAA A   A     AAA
 A A A   A          A   A A A   A     A
 A A  AAA           AA  AAA A   A     A A
 A A   A            A   A A AAA AAA   AAA
 AAA   A":GOSUB 1100:PEN 1
980 LOCATE 1,6:PRINT CHR$(24)"A game for
 two players who have to guidetheir  man
  to  the  bottom  of the gridbefore the
ir opponent.
                                   "
990 LOCATE 1,10:PRINT"Avoid The mines [o
], for landing on one of these will send
 you right to the top.":PRINT CHR$(24)
1000 PEN 2:PRINT  "  CONTROLS:-   UP   D
OWN  LEFT   RIGHT":PEN 1
1010 PEN 3: PRINT:PRINT"  PLAYER 1:Use 2
     A     Q       W
                        PLAYER 2:Use 0
     L     O       P":PEN 1
1020 PRINT:PRINT:PRINT:PRINT
1030 LOCATE 8,23:PEN 2:PRINT"PRESS ANY K
EY TO CONTINUE..":PEN 1
1040 IF INKEY$=""THEN 1040 ELSE CLS
1050 RETURN
1060 RESTORE 1070:FOR X=360 TO 366:READ
A:POKE X,A:NEXT:RESTORE:RETURN
1070 DATA 205,96,187,50,111,1,201
1100 FOR QQ=1 TO LEN(QQ$)
1110 Q1$=MID$(QQ$,QQ,1)
1120 IF Q1$=" " THEN PRINT " ";
1130 IF Q1$="A" THEN PRINT CHR$(232);
1140 NEXT QQ
1150 RETURN
```

Ναυμαχία

Η παλιά μας αγάπη από τα θρανία! Μόνο που αντίπαλος σας δεν είναι ο απλός συμμαθητής σας αλλά ένας υπολογιστής. Παίζεται όπως και στη «χάρτινη» έκδοσή του, με νικητή αυτόν που θα βυθίσει πρώτος και τα έξη σκάφη του εχθρού. Υπάρχουν δύο επίπεδα δυσκολίας, ανάλογα με τα κότσια σας.

```
10 REM BATTLESHIPS
20 REM @ PAUL STANLEY.
30 MODE 1:BORDER 0:INK 0,0:INK 1,26:INK
2,24:INK 3,6
40 WINDOW #1,1,40,1,25:PAPER #1,0:CLS #1
50 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
60 DIM Y(6):DIM X(6):DIM H(6),F(6):DIM G
(6):DIM C$(12,12)
70 GOSUB 1020
80 GOSUB 560
90 GOSUB 670
100 Q=16:P=18:QX=Q:PX=P
110  PRINT CHR$(22)+CHR$(1):LOCATE P+1,Q
+1:PRINT"+":PRINT CHR$(22)+CHR$(0)
120 LOCATE 1,19:PEN 3:PRINT"            Y
OUR MOVE                ":PEN 1
130 LOCATE 1,21:PEN 2:PRINT"Use the curs
or keys to move yourcross about.Fire by
pressing theCOPY key.":PEN 1
140  PRINT CHR$(22)+CHR$(1):LOCATE P+1,Q
+1:PRINT"+";:PRINT CHR$(22)+CHR$(0)
150 X$=INKEY$
160 IF INKEY(2)=0 THEN Q=Q+1:IF Q=17 THE
N Q=5
170 IF INKEY(0)=0 THEN Q=Q-1:IF Q=4 THEN
 Q=16
180 IF INKEY(1)=0 THEN P=P+1:IF P=30 THE
N P=18
190 IF INKEY(8)=0 THEN P=P-1:IF P=17 THE
N P=29
200 IF INKEY(9)=0 THEN 250
```

```
210  LOCATE PX+1,QX+1:PRINT CHR$(241);:L
OCATE P+1,Q+1:PRINT CHR$(22);CHR$(1);"+"
;CHR$(22);CHR$(0):PX=P:QX=Q
220 FOR XX=1 TO 6: IF H(XX)=1 THEN LOCAT
E G(XX)+1,F(XX)+1:PRINT CHR$(248);CHR$(2
49);
230 NEXT XX
240 GOTO 140
250 SOUND 1,120,5: PRINT CHR$(22)+CHR$(1
):LOCATE P+1,Q+1:PRINT"+":PRINT CHR$(22)
+CHR$(0)
260 FOR F=1 TO 6
270 IF H(F)=0 AND Q=F(F) THEN IF P=G(F)
OR P=G(F)+1 THEN 300
280 NEXT F
290 GOTO 340
300 H(F)=1:LOCATE G(F)+1,F(F)+1:PEN 3:PR
INT CHR$(248);CHR$(249):PEN 1
310 FOR X=1 TO 3: ENT 1,10,-4,9:SOUND 1,
200,75,13,0,1:NEXT
320 REM
330 SC1=SC1+1:IF SC1=6 THEN 490
340 LOCATE 1,19:PEN 2:PRINT"                M
Y MOVE              ":LOCATE 1,21:PRINT
CHR$(20):LOCATE 1,21
350 FOR XX= 1 TO 1000:NEXT
360 G=(INT(RND*12/SC))*SC+1:F=INT (RND*1
2)+1
370 IF C$(F,G)="X" THEN GOTO 360
380 C$(F,G)="X":LOCATE G+4,F+5:PRINT CHR
$(22);CHR$(1);"*";CHR$(22);CHR$(0);
390 Y=F+4:X=G+3
400 FOR I=1 TO 6
410 IF  Y=Y(I) THEN IF X=X(I) OR X=X(I)+
1 THEN 440
420 NEXT
430 GOTO 110
440 PEN 3:FOR O=7 TO 0 STEP -1:  LOCATE
X(I)+1,Y(I)+1:PRINT CHR$(248);CHR$(249):
NEXT:PEN 1
450 FOR X=2 TO 5 : ENT 1,10,-3,9:SOUND 2
,200,75,13,0,1:NEXT
460 C$(Y(I)-4,X(I)-3)="X":C$(Y(I)-4,X(I)
-2)="X"
```

```
470 SC2=SC2+1:IF SC2=6 THEN 510
480 GOTO 110
490 LOCATE 1,19:PRINT CHR$(20);:LOCATE 1
,19:PEN 2:PRINT"WELL DONE ! YOU DESTROYE
D ALL   THE COMPUTER'S FLEET !!":PEN 1
500 GOTO 520
510 LOCATE 1,19:PRINT CHR$(20);:LOCATE 1
,19:PEN 3:PRINT"BAD LUCK ! THE COMPUTER
SUNK     ALL YOUR SHIPS !!":PEN 1
520 PRINT:PRINT"PRESS ANY KEY TO PLAY AG
AIN..."
530 IF INKEY$<>"" THEN 530
540 IF INKEY$="" THEN 540 ELSE RUN
550 STOP
560 REM * INITIALISE
570 A$="BATTLESHIPS  "
580 LOCATE 1,3:FOR F=1 TO 5:FOR G=1 TO 1
3:PRINT MID$(A$,G,1);:SOUND 2,(G*3+F*5),
4:NEXT G, F
590 PRINT CHR$(24)"   @   P A U L  S T A
 N L E Y   ":PRINT CHR$(24)
600 PRINT:PRINT
610 PEN 3:PRINT"Play the computer at bat
tleships":PEN 1
620 PEN 2:PRINT:PRINT"The  winner  is  t
he  first  to destroy  all  six enemy  s
hips.":PEN 1
630 PRINT:PRINT:PRINT CHR$(24)" Instruct
ions  are  given as you proceed.
                  ":PRINT CHR$(24)
640 PEN 3:PRINT:PRINT"PRESS ANY KEY TO S
TART....     ":PEN 1
650 IF INKEY$=""THEN 650 ELSE CLS
660 RETURN
670 LOCATE 1,24:PEN 2: INPUT"ENTER SKILL
 LEVEL                 [1-EASY OR 2-HARD]
  ";SC:PEN 1:LOCATE 1,24:PRINT SPACE$(64
)
680 IF SC<>2 AND SC<>1 THEN 670
```

```
690 FOR F=5 TO 16:LOCATE 5,F+1:PRINT CHR
$(241);CHR$(241); CHR$(241);CHR$(241);CH
R$(241);CHR$(241);CHR$(241);CHR$(241);CH
R$(241);CHR$(241);CHR$(241);CHR$(241);CH
R$(250);" ";CHR$(241);CHR$(241);CHR$(241
);CHR$(241);CHR$(241);CHR$(241);CHR$(241
);CHR$(241);
700 PRINT CHR$(241); CHR$(241);CHR$(241)
;CHR$(241);CHR$(250):NEXT
710 LOCATE 1,1:PEN 3:PRINT"B  A  T  T  L
  E   S  H  I  P  S":PEN 1
720 LOCATE 5,5:FOR F= 1 TO 12:PRINT CHR$
(95);:NEXT
730 LOCATE 19,5:FOR F= 1 TO 12:PRINT CHR
$(95);:NEXT
740 FOR F=1 TO 12:LOCATE 3,F+5:PRINT CHR
$(64+F):NEXT
750 X$="123456789": LOCATE 5,4:PRINT MID
$((X$), 1,9)
760 LOCATE 14,4:PRINT CHR$(245);CHR$(246
);CHR$(247)
770 LOCATE 1,2:PEN 2:PRINT"     YOUR SHIP
S       MY SHIPS     ":PEN 1
780 LOCATE 1,19:PEN 2:PRINT"You can plac
e 6 ships by typing [D4]for example.Then
 press ENTER":PEN 1
790 FOR F=1 TO 6
800 LOCATE 1,21:PRINT SPACE$(25);:LOCATE
 1,21:INPUT A$:IF A$="" THEN 800 ELSE A$
=UPPER$(A$)
810 IF LEFT$(A$,1)<"A" OR LEFT$(A$,1)>"L
" THEN GOTO 800
820  Y=ASC(LEFT$(A$,1))-60
830 X=VAL(RIGHT$(A$,LEN(A$)-1))+3
840 IF X<4 OR X>14 THEN 800
850 FOR I=1 TO 6:IF Y=Y(I) THEN IF X=X(I
)-1 OR X=X(I) OR X=X(I)+1 THEN 800
860 NEXT I
870 PRINT CHR$(22)+CHR$(1): LOCATE X+1,Y
+1:PRINT CHR$(243)+CHR$(244):PRINT CHR$(
22)+CHR$(0)
880 LOCATE 1,22:PRINT"              ":LOCATE
 1,22
890 Y(F)=Y:X(F)=X
```

```
900 NEXT F
910 LOCATE 1,19:PRINT CHR$(20)
920 REM
930 FOR F=1 TO 6
940 Y=INT (RND*12)+5:X=INT(RND*11)+18
950 FOR G=1 TO 6
960 IF Y=F(G) THEN IF X=G(G) OR X=G(G)+1
 OR X=G(G)-1 THEN 940
970 NEXT G
980 F(F)=Y:G(F)=X
990 NEXT F
1000 SC1=0:SC2=0
1010 RETURN
1020 SYMBOL AFTER 239
1030 SYMBOL 240,0,0,0,222,255,222,0,0
1040 SYMBOL 241,128,128,128,128,128,128,
128,255
1050 SYMBOL 242,129,129,129,129,129,129,
129,255
1060 SYMBOL 243,0,2,34,59,63,255,127,0
1070 SYMBOL 244,0,0,32,48,120,126,124,0
1080 SYMBOL 245,0,38,41,41,41,41,38,0
1090 SYMBOL 246,0,20,20,20,20,20,20,0
1100 SYMBOL 247,0,76,82,68,72,80,94,0
1110 SYMBOL 248,128,128,208,164,254,231,
255,255
1120 SYMBOL 249,128,128,136,151,200,174,
252,255
1130 SYMBOL 250,128,128,128,128,128,128,
128,128
1140 RETURN
```

Αναγραμματισμοί 1

Αναμαργατ... αμαναργα... αταγρναμησμ... Τέλος πάντων, το γνωστό σε όλους μας παιχνίδι όπου ο υπολογιστής «μπερδεύει» μια λέξη και μας την παρουσιάζει ανακατεμένη, ενώ εμείς προσπαθούμε να την ξαναφέρουμε στην αρχική της μορφή. Αν βαρεθείτε το λεξιλόγιο του υπολογιστή μπορείτε να βάλετε δικές σας λέξεις για να τις βρουν οι φίλοι σας.

```
10 REM WORDGRAM
20 REM MICHAEL BEWS
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #0,1:CLS #1
40 DIM A$(7),L(16),P(16)
50 GOTO 1190
60 REM NORMAL GAME
70 CLS:LOCATE 6,1:PEN 2:PRINT CHR$(24);"
W O R D G R A M";CHR$(24);:PEN 1
80 FOR X=1 TO LW:L(X)=0:NEXT:L$=W$
90 REM
100 FOR X=1 TO LW:IF L(X)=1 THEN LOCATE
X*2+3,10:PRINT MID$(L$,X,1);
110 NEXT X
120 FOR X= 1 TO LW:LOCATE 2*X+3,11:PRINT
"-";:NEXT
130 FOR X=1 TO LW:IF L(X)=0 THEN 160
140 NEXT X
150 GOTO 1100: REM GAME COMPLETE
160 LOCATE 1,13:PEN 3:PRINT"WRONG GUESSE
S:";:PEN 1
170 LOCATE 2,14:PRINT I$;
180 LOCATE 1,21:PRINT"PRESS SPACE TO GUE
SS THE WORD      AND '?' KEY TO RESIGN";
190 LOCATE 2,16:PRINT"?";
200 IF INKEY$<>"" THEN 200
210 A$=INKEY$:IF A$="" THEN 210 ELSE A$=
UPPER$(A$)
220 IF A$<>" " THEN 270
230 LOCATE 1,19:PRINT"ENTER YOUR GUESS W
ORD NOW      ";
```

```
240 LOCATE 1,24:PRINT CHR$(18);:LOCATE 1
,24:INPUT G$:G$=UPPER$(G$):IF G$=W$ THEN
 FOR X=1 TO LW:L(X)=1:NEXT:GOTO 100
250 FOR X=1 TO LEN(G$):IF MID$(G$,X,1)<"
A" OR MID$(G$,X,1)>"Z" THEN 240
260 NEXT X:LOCATE 1,19:PEN 2:PRINT" WRON
G WORD-KEEP TRYING        ";:PEN 1:GOTO 1
80
270 IF A$="?" OR A$="/" THEN FOR X=1 TO
LW:LOCATE 2*X+3,10:PRINT MID$(L$,X,1);:N
EXT X:GU=1:GOTO 1100
280 PRINT A$
290 LOCATE 1,19:PRINT STRING$(27,32)
300 IF A$<"A" OR A$>"Z" THEN LOCATE 1,19
:PRINT"     LETTERS ONLY PLEASE     ":GO
TO 190
310 FOR X=1 TO LW:IF A$<>MID$(L$,X,1) TH
EN 340
320 IF L(X)=1 THEN SOUND 1,100,3:LOCATE
1,19:PEN 2:PRINT"ALREADY GUESSED CORRECT
LY    ";:PEN 1:GOTO 190
330 L(X)=1:R=1
340 NEXT X
350 IF R=1 THEN SOUND 1,200,3:LOCATE 1,1
9:PEN 2:PRINT "*** YES ***";:PEN 1:R=0:G
S=GS+1:GOTO 90
360 FOR X=1 TO LEN(I$):B$=MID$(I$,X,1):I
F B$=A$ THEN SOUND 1,128,3:LOCATE 1,19:P
EN 2:PRINT"ALREADY GUESSED WRONGLY
 ";:PEN 1:GOTO 190
370 NEXT X
380 GS=GS+1:SOUND 1,100,3:LOCATE 1,19:PE
N 3:PRINT"*** NO ***":PEN 1:I$=I$+A$:LOC
ATE 2,14:PRINT I$;:GOTO 190
390 REM
400 CLS:FOR X=1 TO LW:L(X)=0:NEXT:G$=""
410 L$=""
420 FOR X=1 TO LW
430 Q=INT(RND*LW+0.999):IF L(Q)=1 THEN 4
30
440 L(Q)=1:L$=L$+MID$(W$,Q,1)
450 LOCATE X*2+1,12:PEN 2:PRINT MID$(L$,
X,1);:PEN 1
460 SOUND 1,165,3
```

```
470 NEXT X
480 FOR X=1 TO LW:L(X)=0:P(X)=0:NEXT X:U
$=SPACE$(LW)
490 FY=0
500 LOCATE 1,19:PEN 3:PRINT"RE-ARRANGE T
HE LETTERS NOW       LEFT ARROW TO RETURN
 LETTER     RIGHT ARROW FOR WORD ENDING
        '?' TO RESIGN.":PEN 1
510 LOCATE 2,9:PRINT CHR$(18);
520 G$="":GL=0:FZ=0
530 IF INKEY$<>"" THEN 530
540 A$=INKEY$:IF A$="" THEN 540 ELSE A$=
UPPER$(A$):SOUND 1,200,3
550 LOCATE 2,11:PRINT CHR$(18);
560 LOCATE 1,10:PRINT SPACE$(64);;
570 IF GL=0 THEN FY=0
580 IF A$=CHR$(242) THEN IF GL<1 THEN 53
0 ELSE 630
590 IF A$=CHR$(243) THEN  IF FY=0 THEN 1
000 ELSE 530
600 IF A$="?" OR A$="/" THEN LOCATE 2,14
:PRINT "WORD WAS ";W$;:GU=1:GOTO 1100
610 LOCATE 2,14:PRINT"(";A$;")";
620 GOTO 690
630 FOR X=1 TO LW:IF MID$(L$,X,1)<>MID$(
U$,GL,1) OR L(X)<>1 THEN NEXT X
640 L(X)=0:MID$(U$,GL,1)=" ":LOCATE 15+P
(GL),9:PRINT " ";:P(GL)=0:GL=GL-1
650 FOR Y=1 TO LW:B$=MID$(L$,Y,1):IF L(Y
)=1 THEN B$=" "
660 LOCATE 2*Y+1,12:PEN 2:PRINT B$;:PEN
1
670 NEXT Y
680 GOTO 530
690 IF A$<"A" OR A$>"Z" THEN LOCATE 6,11
:PRINT"AGAIN!";:GOTO 530
700 FOR X=1 TO LW
710 IF MID$(L$,X,1)=A$ AND L(X)=0 THEN 7
60
720 NEXT  X
730 LOCATE 2,11:PRINT"NO ";A$;" AMONGST
REMAINING LETTERS"
740 GOTO 530.
750 REM MOVE LETTERS
```

```
760 L(X)=1:GL=GL+1:MID$(U$,GL,1)=A$:P(GL
)=GL-FZ
770 FOR X=1 TO LW:B$=MID$(L$,X,1):IF L(X
)=1 THEN B$=" "
780  LOCATE 2*X+1,12:PEN 2:PRINT B$;:PEN
 1
790 NEXT X
800 LOCATE 15+P(GL),9:PEN 2:PRINT MID$(U
$,GL,1);:PEN 1
810 IF GL<>LW THEN 530
820 REM NEXT GUESS
830 GS=GS+1
840 GG=50
850 FOR X=1 TO LW:IF P(X)<=GG THEN GG=P(
X)-1
860 NEXT  X
870 FOR X=1 TO LW
880 FOR Y=1 TO LW
890 IF P(Y)=X+GG THEN G$=G$+MID$(U$,Y,1)
900 NEXT Y,X
910 LOCATE 2,15: PRINT"     "
920 IF G$=W$ THEN 1100
930 FOR X=1 TO LW
940 B$=MID$(G$,X,1)
950 MID$(L$,X,1)=B$
960 LOCATE 2*X+1,12:PEN 2:PRINT MID$(L$,
X,1);:PEN 1
970 NEXT X
980 GOTO 480
990 REM WORD ENDING
1000 FZ=GL
1010 FOR X=1 TO GL
1020 P(X)=LW+X-GL
1030 NEXT X
1040 LOCATE 2,9:PRINT CHR$(18);
1050 FOR X= 1 TO GL:LOCATE 15+P(X),9:PEN
 2:PRINT MID$(U$,X,1);:PEN 1
1060 NEXT X
1070 FY=1
1080 GOTO 530
1090 REM END GAME
1100 IF GU=1 THEN 1140
1110 RG=RG+1
1120 LOCATE 23,12:PEN 2:PRINT"CORRECT":P
EN 1
```

```
1130 LOCATE 1,14:PRINT CHR$(18);
1140 LOCATE 1,19:PRINT CHR$(20);
1150 LOCATE 1,19:PRINT MID$(STR$(GS),2);
" GUESSES          ";MID$(STR$(RG),2);" WO
RDS RIGHT";:LOCATE 3,21:PEN 2:PRINT"PRES
S ANY KEY FOR NEXT WORD";:PEN 1
1160 IF INKEY$<>"" THEN 1160
1170 IF INKEY$="" THEN 1170 ELSE I$="":G
U=0:GS=0: CLS:GOTO 1270
1180 REM INITIALISE
1190 GS=0:GU=0:R=0:RG=0:S=0: I$="  "
1200 A$(1)="GATELINKBUSHEDGEPLANAUNTPINE
LEAFWITHMILESTEPPEST"
1210 A$(2)="CHAIRNIECEGRASSPIANOCELLORAD
IONYLONMANORBRICKAPPLERIVERSPICE"
1220 A$(3)="FAMILYPALACEPLAQUECINEMAWIND
OWFLOWERFATHERSISTERFRIENDPEANUTMINUTEMI
DDLE"
1230 A$(4)="PENDANTOMNIBUSCARAVANFEATHER
DIAMONDMASONRYCHIMNEYPACKAGEMUSTARDSWALL
OWBICYCLEBISCUIT"
1240 A$(5)="CHILDRENNECKLACEPOSTCARDPANO
RAMAMATERIALFARMYARDBLUEBELLTHOUSANDPROS
PECTELECTIONMULTIPLYDIVIDEND"
1250 A$(6)="WATERFALLFURNITUREBOOKSHELFA
EROPLANEPINEAPPLENEWSPAPERGRAPEVINEDESTI
TUTEFANTASTICPHOTOCOPYDORMITORYTELEPHONE
"
1260 A$(7)="BENEFACTORHEREDITARYPARLIAME
NTELEMENTARYGREENHOUSESTRAWBERRYSOMERSAU
LTSUPPLEMENTHENCEFORTHELECTRICALCOMPENSA
TEGRADUATION"
1270 CLS #1:WINDOW #0,5,36,1,25:PAPER #0
,0:PEN #0,1:CLS #0
1280 LOCATE 9,2:PEN 2:PRINT"W O R D G R
A M":PEN 1
1290 LOCATE 1,5:PRINT"Press any number u
p to nine for the MINIMUM number of lett
ers   which you want in the word";:PEN 3
:LOCATE 1,10:PRINT"Or press 'S' for six-
or-less     letters";:PEN 1:LOCATE 1,14:P
RINT"Press 'P' to enter your own word"
1300 IF INKEY$<>"" THEN 1300
1310 A$=INKEY$:IF A$="" THEN 1310 ELSE A
$=UPPER$(A$)
```

```
1320 SOUND 1,120,3
1330 IF A$<>"P" THEN 1380
1340 LOCATE 1,19:PEN 2:PRINT CHR$(24);"
    ENTER YOUR WORD NOW      ";CHR$(24);:
PEN 1
1350 LOCATE 1,24:PRINT CHR$(18);:LOCATE
1,24:INPUT W$:IF W$="" THEN 1350 ELSE W$
=UPPER$(W$):LOCATE 4,21:PRINT CHR$(18);
1360 FOR X=1 TO LEN(W$):IF MID$(W$,X,1)<
"A" OR MID$(W$,X,1)>"Z" THEN LOCATE 4,21
:PRINT CHR$(24);"PLEASE REDO";CHR$(24);:
GOTO 1350
1370 NEXT X:GOTO 1460
1380 IF A$="S" THEN S=INT(RND*3)+1:GOTO
1430
1390 IF A$<"0" OR A$>"9" THEN 1300
1400 S=VAL(A$)-3
1410 IF S<1 THEN S=1
1420 IF S=6 THEN S=S+INT(RND+0.5)
1430 N=INT(RND*12+1)
1440 W$=MID$(A$(S),(N-1)*(S+3)+1,S+3)
1450 CLS #1
1460 LOCATE 1,19:PEN 3:PRINT"PRESS J (JU
MBLED) OR N (NORMAL)";:PEN 1:LW=LEN (W$)
1470 IF INKEY$<>"" THEN 1470
1480 REM
1490 A$=INKEY$:IF A$="" THEN 1490 ELSE A
$=UPPER$(A$)
1500 IF A$="J" THEN 390 ELSE IF A$<>"N"
THEN 1470
1510 GOTO 60
```

Ιπποδρομίες

Και κάτι για τους φίλιππους. Στον ιππόδρομο σήμερα έχουμε πολύ κίνηση και πολλούς παίκτες. Ο αριθμός των κουρσών είναι απεριόριστος, όπως και ο αριθμός των συμμετεχόντων.

Στην αρχή της κούρσας εμφανίζεται ένας κατάλογος με τα αντίστοιχα στοιχήματα του κάθε αλόγου. Ανάλογα με την επίδοση του κάθε αλόγου και την πιθανότητα να κερδίσει είναι και τα στοιχήματα.

Αρχίζοντας με 200 λίρες, ο κάθε παίκτης στοιχηματίζει σε ένα άλογο σε κάθε κούρσα και κερδίζει αυτός που έχει τα περισσότερα λεφτά στο τέλος της ημέρας. Αυτοί που χάνουν όλα τα λεφτά τους μπορούν να πάρουν ένα μικρό δάνειο των 50 λιρών, ή να φύγουν από το παιχνίδι.

```
10 REM @ PAUL STANLEY
20 MODE 1:BORDER 4:INK 0,8:INK 1,24:INK
2,6:INK 3,23 : PAPER 3:PEN 0
30 GOSUB 900
40 PEN 2: INPUT "How many races would yo
u like there      to be at this meeting "
;races
50 PEN 0: PRINT:PRINT: INPUT "How many P
unters are there ?              ";A
60 DIM P(A),X(6),H(6),F(6),E(A),B(A):FOR
 C=1 TO A:P(C)=200:NEXT
70 GOSUB 1040
80 CLS:GOSUB 640
90 FOR C=2 TO 12 STEP 2
100 LOCATE 1,C:PRINT MID$(STR$( C/2),2,1
); CHR$(231)
110 LOCATE 2,C-1:PRINT CHR$(143);
120 NEXT
130 PLOT 596,396:DRAW 596, 200
140 LOCATE 2,13:PRINT CHR$(143);
150 A$="FINISH":FOR C=1 TO 6:LOCATE 39,1
3+C:PRINT A$(C):NEXT
160 FOR C=392 TO 200 STEP -32:PLOT 24,C
: DRAW 600,C:NEXT
```

```
170 LOCATE 38,1:PRINT"o"
180 GOTO 190
190 SOUND 1,180,50: LOCATE 1,16:PRINT"RE
ADY";:FOR S=1 TO 500:NEXT S:LOCATE 1,16:
PRINT"      ";:SOUND 1,120,50:LOCATE 1,1
6:PRINT"STEADY";:FOR S=1 TO 500:NEXT:LOC
ATE 1,16:PRINT"      ";:SOUND 1,90,50:LO
CATE 1,16:PRINT"GO!   ";:FOR S=1 TO 500:
NEXT
200 LOCATE 1,16:PRINT"      "
210 GE=0:FOR C=1 TO 6:X(C)=2:NEXT
220 FOR C=1 TO 6
230 ENT 1,100,2,5:ENV 1,100,-7,5:SOUND 1
,300,25,3,1,5
240 X(C)=X(C)-(F(C)=1 AND RND<0.8)-(F(C)
=2 AND RND<0.77)-(F(C)=4 AND RND<0.74)-(
F(C)=8 AND RND <0.71)-(F(C)=16 AND RND<0
.68)-(F(C)=32 AND RND <0.65)
250 V$=" ":IF X(C)=2 THEN  V$=""
260 LOCATE X(C)-1-(X(C)=2),C*2:PRINT V$;
CHR$(231)
270 IF X(C)=37 THEN  GE=1
280 NEXT C
290 IF GE=1 THEN 310
300 GOTO 220
310 MANY=0:FOR C=1 TO 6
320 IF X(C)=37 THEN MANY =MANY+1:H(MANY)
=C
330 NEXT C
340 IF MANY=1 THEN WINNER=H(1):GOTO 510
350 LOCATE 1,14:PRINT"There is a photo-f
inish between";h(1);"and";h(2);
360 FOR X = 1 TO 500:NEXT
370 IF MANY=3 THEN PRINT H(3);
380 IF MANY =4 THEN PRINT"  ";H(4);
390 FOR C=1 TO 600
400 NEXT C
410 ER=INT(RND*4)+1
420 WINNER=H(ER)
430 IF WINNER=0 THEN 410
440 IF RND<0.33 THEN G$="a short head":G
OTO 470
450 IF RND<0.4 THEN G$="a neck":GOTO 470
460 G$="1 length"
```

```
470 LOCATE 1,14:PRINT SPACE$(40);
480 LOCATE 1,14:PRINT"The winner is";WIN
NER;"who won by "; G$
490 FOR X=1 TO 1000:NEXT
500 GOTO 530
510 LOCATE 1,14:PRINT"The winner is";WIN
NER;"who won by";INT(RND*3)+2;"lengths"
520 FOR x=1 TO 1000:NEXT
530 FOR R=1 TO A
540 IF P(R)=0 THEN R=R+1:IF R<A+1 THEN G
OTO 540 ELSE GOTO 610
550 IF E(R)=WINNER THEN P(R)=P(R)+B(R)*F
(WINNER):GOTO 570
560 P(R)=P(R)-B(R)
570 IF P(R)<=0 THEN 960
580 IF E(R)<>WINNER THEN 600
590 PRINT"Punter";R;"your horse won.You
have #";MID$(STR$(P(R)),2):GOTO 610
600 PRINT"Punter";R;"you  lost.You have
#";MID$(STR$(P(R)),2)
610 NEXT R
620 LOCATE 1,24:INPUT "       PRESS [ENTE
R] TO CONTINUE";X$
630 GOTO 80
640 RACES=RACES-1:IF RACES=-1 THEN GOTO
830
650 FOR C=1 TO 6:F(C)=2^(INT(RND*6)):NEX
T
660 PRINT"THE TIPSTERS RECKON THE BETTIN
G:"
670 FOR C=1 TO 6:LOCATE 2,2*C:PRINT"Hors
e ";C;"      ";F(C);":1"
680 IF F(C)=1 THEN LOCATE 17,2*C:PRINT"E
VENS"
690 NEXT
700 FOR F=1 TO A
710 IF P(F)=0 THEN F=F+1:IF F<A+1 THEN 7
10 ELSE 820
720 LOCATE 1,14:PRINT"Punter ";F;" :":PR
INT:PRINT"You have ";CHR$(163);P(F);".
      ":PRINT"How much would you like to
bet ?"
730 INPUT B(F):IF B(F)>P(F) OR B(F)<=0
THEN 730
```

```
740 IF B(F)<>INT(B(F)) THEN 730
750 PRINT:PRINT"On which horse is this t
o be placed ?"
760 INPUT E(F)
770 IF E(F)<1 OR E(F)>6 THEN 760
780 LOCATE 1,17:PRINT SPACE$(80)
790 LOCATE 1,19:PRINT SPACE$(120)
800 NEXT
810 BORDER 18:INK 3,18
820 CLS:RETURN
830 PRINT"THE MEETING IS NOW FINISHED"
840 FOR F= 1 TO A
850 IF P(F)=0 THEN F=F+1:IF F<A+1 THEN 8
50 ELSE GOTO 880
860 PRINT:PRINT"Punter ";F;" finishes wi
th #";P(F)
870 NEXT
880 LOCATE 7,22:PRINT"PRESS ANY KEY TO P
LAY AGAIN."
890 IF INKEY$="" THEN 890 ELSE RUN
900 CLS
910 PEN 2:PRINT: PRINT:PRINT"        H
H OOOO RRRR SSSS EEEE               H
H O  O R  R S    E                  HHH
H O  O RRR  SSSS EEE                H
H O  O R  R    S E                  H
H OOOO R  R SSSS EEEE"
920 PRINT:PRINT"                RRRR AAAA CCC
C EEEE                          R  R A  A C
  E                             RRR  AAAA C
  EEE                           R  R A  A C
  E                             R  R A  A CCC
C EEEE":PEN 1
930 PEN 2:LOCATE 3,20:PRINT"  A gambling
 game for the whole family.

 @ PAUL STANLEY":PEN 1
940 FOR X=1 TO 2000:NEXT
950 CLS:RETURN
960 CLS:LOCATE 1,5:PRINT"Tut Tut! Punter
 ";R;",you have":PRINT"run out of money.
"
970 PRINT:PRINT"Therefore no more bettin
g for you."
```

```
980 PRINT:PRINT"However, if your rules a
re to allow     cheating,then enter [C]
and I will give you ";CHR$(163);"50 more
.                             Otherwise ent
er [X] and I will cancel   you from the
game."
990 INPUT x$:IF x$="" THEN 990
1000 IF x$="X" OR x$="x" THEN P(R)=0:GOT
O 1030
1010 IF x$="C" OR x$="c" THEN P(R)=50:GO
TO 1030
1020 GOTO 990
1030 CLS:GOTO 620
1040 SYMBOL AFTER 230
1050 SYMBOL 231,16,27,18,254,62,103,170,
34
1060 RETURN
```

Εξοσέτ

Εξοσέτ — ο πύραυλος που είναι ο φόβος και ο τρόμος των πολεμικών σκαφών. Μια ομάδα πολεμικών πλοίων του εχθρού μετακινείται στον ορίζοντα, και σκοπός σας είναι να βυθίσετε, όσο μπορείτε περισσότερα, με τους πυραύλους σας. Υπάρχει ένα κινητό στόχαστρο λίγο πιο κάτω από τον ορίζοντα ενώ υπάρχουν και τρία μεγέθη εχθρικών σκαφών. Όσο πιο μικρό το σκάφος, τόσο περισσότεροι οι πόντοι. Καμιά φορά όμως (όπως στη πραγματικότητα) τα ηλεκτρονικά αντίμετρα του πλοίου θα μπερδέψουν τον πύραυλο σας, στέλνοντας τον στον βυθό.

```
10 REM EXOCET
20 REM @ ROBERT ERSKINE.
30 MODE 1:BORDER 0:INK 0,0:INK 1,6:INK 2
,20:INK 3,1:WINDOW #1,1,40,1,25:PAPER #0
,0:PEN #0,1:CLS #1
40 DIM G$(10),S$(10)
50 GOSUB 840
60 GOSUB 580
70 WINDOW #0,5,36,1,25:PAPER #0,3:PEN #0
,1:CLS #0
80 GOSUB 360
90 GOSUB 430
100 HS=0
110 FOR P=1 TO 10
120 FOR X=1 TO (LEN(S$(P))-32)
130 PEN 2:LOCATE 1,11:PRINT CHR$(24);MID
$(S$(P),X,32);CHR$(24);:PEN 1:
140 LOCATE COL+1,LIN+1:PRINT" ";
150 IF INKEY(8)=0 AND FLAG=0 AND COL>0 T
HEN COL=COL-1:T=T-8
160 IF INKEY(1)=0 AND FLAG=0 AND COL<26
THEN COL=COL+1:T=T+8
170 LOCATE COL+1,LIN+1:PRINT"+";
180 IF FLAG=1 THEN 220
190 IF INKEY(47)<>0 THEN 310
200 L=0:D=1:FLAG=1:Y=127
210 EX=EX-1
220 PLOT Y*2+64,L*2+48,1:PLOT Y*2+63,L*2
+48,1:PLOT Y*2+65,L*2+48,1
230 LL=L:YY=Y
```

```
240 SOUND 1,180,3
250 IF L>=80 THEN D=0
255 PLOT Y*2+64,1*2+48,3:PLOT Y*2+63,L*2
+48,3:PLOT Y*2+66,L*2+48,3
260 IF RND>0.8 THEN 290
270 L=L-8*(D=1)+8*(D=0)
280 Y=Y-(ABS(Y-T)/2)*(T>Y)+(ABS(Y-T)/2)*
(T<=Y)
290 IF L>90 THEN PLOT YY*2+64,LL*2+48,2
300 IF L<=80 AND D=0 THEN GOSUB 690
310 IF FLAG=0 THEN FOR XX=1 TO 40:NEXT
320 IF EX<0 THEN 500
330 NEXT X,P
340 GOTO 500
350 STOP
360 CLS:PEN 2:LIN=11:COL=15:T=123:FLAG=0
:EX=10
370 FOR Y=1 TO 11
380 PEN 2:LOCATE 1,Y:PRINT STRING$(32,14
3);
390 NEXT
400 PEN 1
410 RETURN
420 STOP
430 FOR P=1 TO 4
440 S$(P)=Q$
450 FOR X=1 TO 30:S$(P)=S$(P)+G$(INT(RND
*10)+1):NEXT X
460 S$(P)=S$(P)+Q$
470 NEXT P
480 SC=0
490 RETURN
500 CLS:PEN 3:LOCATE 7,11:PRINT"YOUR SCO
RE WAS";SC:PEN 1
510 SC=0:EX=10
520 LOCATE 4,21:PEN 2:PRINT CHR$(24);"PR
ESS ANY KEY TO RESTART";CHR$(24);:PEN 1
530 IF INKEY$<>"" THEN 530
540 IF INKEY$="" THEN 540:ELSE GOSUB 360
550 GOSUB 430
560 GOTO 110
570 END
580 REM
590 PEN 3:PRINT:PRINT CHR$(24);"
      E X O C E T                 ";CHR$(2
4);:PEN 1
```

```
600 PEN 2:PRINT:PRINT"The object of this
 game is to sink the  enemy ships with E
xocet missiles as theycross the horizon.
":PEN 1
610 PRINT:PRINT:PRINT"TO MOVE LEFT AND R
IGHT USE THE ARROW KEY"
620 PEN 3:PRINT:PRINT"        USE THE SP
ACEBAR TO FIRE.":PEN 1
630 LOCATE 11,14:PEN 2:PRINT"HIT ON ";:P
EN 3:PRINT CHR$(234);CHR$(235);CHR$(236)
;:PEN 2:PRINT" SCORES 20":PEN 1
640 LOCATE 11,16:PEN 3:PRINT"HIT ON ";:P
EN 2:PRINT CHR$(232);CHR$(233);:PEN 3:PR
INT"  SCORES 30":PEN 1
650 LOCATE 11,18:PEN 2:PRINT"HIT ON ";:P
EN 1:PRINT CHR$(231);:PEN 2:PRINT"   SCO
RES 30":PEN 1
660 PEN 3:LOCATE 10,23:PRINT CHR$(24);"P
RESS ANY KEY TO START";CHR$(24);:PEN 1
670 IF INKEY$<>"" THEN 670
680 IF INKEY$="" THEN 680 ELSE CLS:RETUR
N
690 IF TEST(Y*2+64,88*2+48)<>3 THEN 790
700 IF MID$(S$(P),X+COL,1)=CHR$(231) THE
N SC=SC+30
710 IF MID$(S$(P),X+COL,2)=CHR$(232)+CHR
$(233) OR MID$(S$(P),X+COL-1,2)=CHR$(232
)+CHR$(233) THEN SC=SC+20
720 IF MID$(S$(P),X+COL,3)=CHR$(234)+CHR
$(235)+CHR$(236) OR MID$(S$(P),X+(COL-1)
,3)=CHR$(234)+CHR$(235)+CHR$(236) OR MID
$(S$(P),X+(COL-2),3)=CHR$(234)+CHR$(235)
+CHR$(236) THEN SC=SC+10
730 RESTORE 770
740 FOR Z=1 TO 15:SOUND 1,(Z*7),3
750 PLOT Y*2+64,L*2+85,1:READ YY,LL:DRAW
R YY*2,LL*2,1
760 NEXT Z
770 DATA -4,4,-4,5,-3,6,-3,7,-2,8,-2,9,-
1,10,0,11,1,10,2,9,2,8,3,7,3,6,4,5,4,4
780 S$(P)=LEFT$(S$(P),X-1)+MID$(S$(P),X,
COL-3)+"      "+MID$(S$(P),(X+(COL+3)))
790 FLAG=0
```

```
800 PEN 2:LOCATE COL+1,LIN-1:PRINT CHR$(
143);:LOCATE COL+1,LIN:PRINT CHR$(143);:
PEN 1
810 IF SC>HS THEN HS=SC
820 LOCATE 1,1:PRINT CHR$(18);:LOCATE 1,
1:PRINT CHR$(24);"SCORE:";CHR$(24);MID$(
STR$(SC),2);:PEN 2:PRINT"  EXOS:";:PEN 1
:PRINT MID$(STR$(EX),2);:PEN 2:PRINT" HI
GH SCORE:";:PEN 1:PRINT MID$(STR$(HS),2)
;:PEN 1
830 RETURN
840 SYMBOL AFTER 230
850 SYMBOL 231,0,0,0,0,0,0,16,255
860 SYMBOL 232,0,0,0,0,1,39,255,127
870 SYMBOL 233,0,0,0,0,128,230,255,254
880 SYMBOL 234,0,0,0,0,1,255,127,63
890 SYMBOL 235,0,24,60,63,255,255,255,25
5
900 SYMBOL 236,0,0,0,0,192,255,254,252
910 Q$=STRING$(32,32)
920 G$(1)=CHR$(231)+"     "
930 G$(2)=CHR$(232)+CHR$(233)+"    "
940 G$(3)=CHR$(234)+CHR$(235)+CHR$(236)+
"   "
950 FOR X=4 TO 10:G$(X)="      ":NEXT X
960 RETURN
```

Ταξίδι στο διάστημα

Σε ένα μακρικό διαπλανητικό ταξίδι πέφτετε πάνω σε μια σειρά μυστηριωδών λαβυρίνθων, εμποδίων και τούνελ. Πρέπει να περάσετε μέσα από τα εμπόδια αυτά γνωρίζοντας ότι μια οποιαδήποτε επαφή με έναν μετεωρίτη, έναν αστεροειδή, κάποιο πέτρινο τοίχωμα ή φράγμα θα σας καταστρέψει. Θα πρέπει να σκέφτεστε γρήγορα και να χρησιμοποιείτε αλύπητα τους πυραύλους σας για να ανοίγετε δρόμο στα τοιχώματα. Ακονίστε λοιπόν τα δάκτυλα σας, προετοιμάστε το πληκτρολόγιο σας και... Καλή τύχη!

```
10 REM STELLAR RUN
20 REM @ H.WALWYN
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
40 GOSUB 1410
50 GOSUB 1280
60 GOSUB 1130
70 GOTO 940
80 REM GRAPHICS CHR$() TEST
90 LOCATE X+1,Y+2:CALL 360:KK=PEEK(367)
100 I=KK
110 RETURN
120 REM MAIN PROGRAM LOOP
130 E=E+EE*RND
140 ON D GOTO 150,180,210,250,300,350,38
0,410,460
150 REM D=1
160 D$=LEFT$(A$,SIN(E)*11+13)+LEFT$(B$,2
0)+A$:IF E>15 THEN SOUND 1,180-E/3,4:D=2
170 GOTO 500
180 REM D=2
190 D$=LEFT$(A$,SIN(E)*11+13)+LEFT$(B$,1
6)+A$:IF E>30 THEN SOUND 1,180-E/3,4:D=3
200 GOTO 500
210 REM D=3
220 D$=LEFT$(A$,SIN(E)+COS(E*0.9)*4.5+12
)+LEFT$(B$,16)+A$:IF RND<0.08 THEN D$=A$
230 IF E>45 THEN SOUND 1,120-E/5,4:D=4
```

```
240 GOTO 500
250 REM D=4
260 N$=B$:IF RND<0.08 THEN N$=I$
270 D$=LEFT$(A$,(SIN(E)+COS(E*1.1))*4.5+
12)+LEFT$(N$,16)+A$
280 IF E>60 THEN SOUND 1,90-E/6,4: D=5
290 GOTO 500
300 REM D=5
310 IF RND>0.6 THEN D$=B$:GOTO 330
320 DD=INT(RND*40)+1:D$=MID$(C$,DD,41-DD
)
330 IF E>75 THEN SOUND 1,140-E/6,4:D=6
340 GOTO 500
350 REM D=6
360 D$=LEFT$(A$,SIN(E)*12+14)+LEFT$(B$,1
4)+A$: IF E>90 THEN SOUND 1,90-E/5,4: D=
7
370 GOTO 500
380 REM D=7
390 D$=LEFT$(A$,(SIN(E)+COS(E*5.1))*4.5+
12)+LEFT$(B$,16)+A$:IF E>105 THEN SOUND
1,50-E/5,4:D=8
400 GOTO 500
410 REM D=8
420 IF RND>0.25 THEN D$=B$:GOTO 440
430 DD=INT(RND*2)+1:D$=MID$(I$,DD,31-DD)
440 IF E>120 THEN SOUND 1,80-E/5,4: D=9
450 GOTO 500
460 REM D=9
470 IF RND>0.5 THEN D$=B$:GOTO 490
480 D$=A$
490 IF E>135 THEN 770
500 REM PRINT
510 IF LEN(D$)<32 THEN D$=D$+A$
520 PEN 3:LOCATE 32,22:PRINT CHR$(232);L
EFT$(D$,32);:PEN 2:LOCATE 1,1:PRINT"MISS
ILES=";MID$(STR$(FG),2);:LOCATE 13,1:PRI
NT"LEVEL=";MID$(STR$(D),2);:LOCATE 23,1:
PRINT"LYEARS=";MID$(STR$(INT(E)),2);:PEN
 1
530 REM KEYBOARD INPUT
540 IF M<0 THEN M=0
550 SOUND 1,50,3:FG=FG+1
560 IF INKEY(47)<>0 THEN 600
```

```
570 IF FG<2 THEN GOTO 670
580 F=1:FG=FG-2
590 FG=-FG*(FG>0)
600 REM KEY PRESSED
610 IF INKEY(8)=0 THEN M=M-(M<3):X=X-M:X
=-X*(X>=1)-(X<1):GOTO 660
620 IF INKEY(1)=0 THEN M=M-(M<3):X=X+M:X
=-X*(X<=30)-30*(X>30):GOTO 660
630 IF INKEY(2)=0 THEN M=M-(M<3):Y=Y+M:Y
=-Y*(Y<=14)-14*(Y>14):GOTO 660
640 IF INKEY(0)=0 THEN M=M-(M<3):Y=Y-M:Y
=-Y*(Y>=2)-2*(Y<2):GOTO 660
650 M=M-2: GOTO 670
660 REM
670 REM DISPLAY AND CHECK HIT
680  FG=-FG*(FG<=9)-9*(FG>9)
690 GOSUB 80:IF I>231 THEN GOTO 820
700 LOCATE FX+1,FY:PRINT" ";:LOCATE FX+1
,FY-1:PRINT" ";:LOCATE X+1,Y+1:PRINT S$;
:FX=X:FY=Y
710 IF F<1 THEN 120
720 F=2
730 SOUND 1,60+10*D,4
740 R=X*8+3:S=(21-Y)*8:PLOT R*2+64,S*2+4
8,3:DRAWR 0,-100,3:PLOT R*2+64,S*2+48,0:
DRAWR 0,-100,0
750 T=(R-4)/8: FOR V=Y+1 TO Y+7:LOCATE T
+1,V+1:CALL 360:KK=PEEK(367):IF KK<>32 T
HEN LOCATE T+1,V+1:PRINT" ":SOUND 1,30,3
760 NEXT V:F=0:GOTO 120
770 REM YOU'VE MADE IT!
780 CLS
790 FOR K=100 TO 30 STEP -3:SOUND 1,K,3:
NEXT
800 FOR K=100 TO 110:SOUND 1,K,2:LOCATE
4,6:PRINT"WELL DONE! YOU'VE MADE IT!!":S
OUND 1,K,2:NEXT K
810 GOTO 900
820 REM SHIP HIT
830 LOCATE FX+1,FY:PRINT" ";
840 FOR K=1 TO 10:SOUND 1,100,2:FOR KK=1
 TO 10:NEXT KK,K
850 CLS
860 LOCATE 12,7:PRINT"DESTROYED"
```

```
870 LOCATE 11,9:PRINT"You reached"
880 LOCATE 15,11:PRINT INT(e*10)/10
890 LOCATE 11,13:PRINT"light years"
900 LOCATE 5,15:PRINT"PRESS ANY KEY TO R
ESTART"
910 IF INKEY$<>"" THEN 910
920 IF INKEY$="" THEN 920
930 GOTO 940
940 REM INITIALISE
950 CLS:FOR A=1 TO 22:PRINT:NEXT
960 REM X AND Y POSITION OF SHIP
970 X=16:FX=X:Y=10:FY=Y
980 REM MISSILE BANK
990 FG=9
1000 REM DISPLAY SHIP
1010 FOR K=0 TO 48:SOUND 1,100-K,2:NEXT
1020 S$=CHR$(231)
1030 LOCATE X+1,Y+1:PRINT S$;
1040 REM VARIABLES
1050 F=0:M=0:D=1:E=0:A=0:B=0:C=0:EE=0.2
1060 X$=CHR$(235)+" "+CHR$(236)+" "+CHR$
(237)+CHR$(238)+CHR$(239)+" "
1070 O$=CHR$(232):P$=CHR$(233):Q$=CHR$(2
34)
1080 A$="":FOR K=1 TO 45:A$=A$+CHR$(232)
:NEXT
1090 I$="":FOR K=1 TO 45:I$=I$+CHR$(234)
+" ":NEXT
1100 B$=STRING$(39,32)
1110 C$=SPACE$(5)+P$+SPACE$(5)+P$+SPACE$
(13)+P$+SPACE$(13)+P$+SPACE$(36)+P$+SPAC
E$(10)
1120 GOTO 120
1130 REM INSTRUCTIONS
1140 CLS:LOCATE 13,1:PRINT CHR$(24);"STE
LLAR  RUN";CHR$(24)
1150 LOCATE 1,3:PRINT"You are in command
 of 'STELLAR TRIPPER' and have discovere
d a new galaxy."
1160 PRINT:PRINT"The galaxy is 135 light
 years wide and  you will have to naviga
te your way       through the WARP MAZE."
1170 PRINT:PRINT"Each time you play you
will be given a  slightly different maze
."
```

```
1180 PRINT:PRINT"See how far you can get
. No one has ever";
1190 PRINT"reached the other side!"
1200 PRINT:PRINT"The further you go, the
 harder it is."
1210 PRINT:PRINT"Use the cursor keys to
move about and  the spacebar to fire th
e laser"
1220 LOCATE 9,24:PRINT CHR$(24);"PRESS A
NY KEY TO START";CHR$(24)
1230 IF INKEY$<>"" THEN 1230
1240 IF INKEY$="" THEN 1240
1250 CLS
1260 WINDOW #0,5,36,1,22:PAPER #0,0:PEN
#0,1
1270 RETURN
1280 REM GRAPHICS
1290 SYMBOL AFTER 230
1300 SYMBOL 231,66,102,126,126,60,60,24,
24
1310 SYMBOL 232,255,170,251,170,255,170,
255,170
1320 SYMBOL 233,24,36,102,153,153,102,36
,24
1330 SYMBOL 234,129,66,36,24,24,36,66,12
9
1340 SYMBOL 235,66,102,126,126,60,60,90,
0
1350 SYMBOL 236,66,102,126,126,60,188,0,
73
1360 SYMBOL 237,66,102,126,126,60,0,0,12
9
1370 SYMBOL 238,66,102,126,0,161,0,8,0
1380 SYMBOL 239,128,16,0,4,64,0,4,0
1390 RETURN
1400 INPUT Y:Y=-Y*(Y>=1)-(Y<1):PRINT Y:G
OTO 1400
1410 RESTORE 1420:FOR X= 360 TO 366:READ
 A:POKE X,A:NEXT:RESTORE:RETURN
1420 DATA 205,96,187,50,111,1,201
```

Ναρκοπέδιο

Στο ναρκοπέδιο ο ήρωας του παιχνιδιού (δηλαδή... εσείς) τρέχετε μέσα σε έναν λαβύρινθο μαζεύοντας χρυσά αυγά και αποφεύγοντας όσο μπορείτε τις νάρκες που υπάρχουν τυχαία διασκορπισμένες σε διάφορα σημεία. Κατά πόδας σας ακολουθεί ένας στρωτήρας ναρκών που δεν λέει να σας αφήσει ήσυχο. Περιττό να σας πούμε ότι κάθε επαφή μαζί του είναι θανατηφόρα.

Υπάρχουν όμως σκορπισμένα εδώ και εκεί μικρά τσεκούρια, που μπορείτε να μαζέψετε και να χρησιμοποιήσετε, για να ανοίξετε δρόμο μέσα από τους τοίχους του λαβύρινθου ή, στη χειρότερη περίπτωση, για να τα βάλετε με το στρωτήρα!

```
10 REM MINELAY
20 REM BY PAUL STANLEY
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,6:PAPER 0:PEN 1:CLS
40 GOSUB 670
50 hs=0
60 GOTO 410
70 FOR XX=-3 TO 3:SOUND 2,31+(XX*10),3:N
EXT
80 LI=3
90 LOCATE 10,1:PEN 5:PRINT CHR$(232);CHR
$(232);:PEN 7:PRINT"HI";HS:PEN 1
100 LOCATE X1+1,Y1+1:PRINT" ";:LOCATE X+
1,Y+1:PRINT A$:Y1=Y:X1=X
110 X=X-(INKEY(1)=0)+(INKEY(8)=0):Y=Y-(I
NKEY(2)=0)+(INKEY(0)=0)
120 X=X-(X<1):X=X+(X>18):Y=Y-(Y<1):Y=Y+(
Y>20)
130 LOCATE X+1,Y+1:CALL 360: KY=PEEK(367
):IF KY = 32 THEN 190
140 IF KY=231 THEN IF A$=CHR$(233) THEN
270
150 IF KY=231 THEN Y=Y1:X=X1
160 IF KY=235 THEN SOUND 1,120,3:SOUND 1
,30,3:SC=SC+10:LOCATE 6,1:PRINT SC;:IF S
C/500=SC\500 THEN LOCATE 9+LI,1:PEN 8:PR
INT CHR$(232);:PEN 1:FOR G = 1 TO 5:SOUN
D 1,10*G,3:NEXT:LI=LI+1
```

```
170 IF KY=236 THEN 330
180 IF KY=237 THEN SOUND 1,30,3:A$=CHR$(
233)
190 LOCATE MX+1,MY+1:PRINT" ";:IF RND>(S
K+0.1) THEN PEN 6: LOCATE MX1+1,MY1+1:PR
INT CHR$(236);:PEN 1
200 MY1=MY:MX1=MX
210 MY=MY-0.5*(MY<Y)+0.5*(MY>Y):MX=MX-0.
5*(MX<X)+0.5*(MX>X)
220 LOCATE MX+1,MY+1:CALL 360:KZ=PEEK(36
7):IF KZ=232 THEN 330
230 LOCATE MX+1,MY+1:PEN 3:PRINT CHR$(23
4);:PEN 1
240 IF RND<0.2 THEN PEN 2: LOCATE INT(RN
D*17+3),INT(RND*18+3):PRINT CHR$(235);:I
F RND>0.9 THEN PEN 4:LOCATE INT(RND*17+3
),INT(RND*18+3):PRINT CHR$(237);
250 PEN 1
260 GOTO 100
270 IF Y=1 OR Y=21 OR X=1 OR X=18 THEN 1
50
280 FOR VV=50 TO 0 STEP -5 :SOUND 1,10+5
*VV,4 :NEXT
290 A$=CHR$(232)
300 GOTO 160
310 LOCATE LI+9,1:PRINT" ";:LOCATE X+1,Y
+1:PRINT" ":Y=2:X=1
320 MY=INT(RND*11)+10:MX=INT(RND*11)+8:G
OTO 100
330 LOCATE MX+1,MY+1:PRINT" ":MY=INT (RN
D*11)+10:MX=INT(RND*11)+8:MY1=MY:MX1=MX:
IF A$=CHR$(233) THEN A$=CHR$(232):FOR F=
0 TO 40 STEP 5:SOUND 1,20+F,1:NEXT:GOTO
190
340 LOCATE X1+1,Y1+1:PRINT" ":LOCATE X+1
,Y+1:PEN 5:PRINT CHR$(232);:PEN 1:FOR F=
1 TO 9:SOUND 1,(200+F*10),3:NEXT
350 LI=LI-1:IF LI <>0 THEN 310
360 FOR G=1 TO 100:NEXT
370 CLS:LOCATE 1,5:PEN 5:PRINT CHR$(24);
" G A M E    O V E R ";CHR$(24);:PEN 1
380 LOCATE 4,8:PEN 4:PRINT "You scored "
;SC;
```

```
390 IF SC>HS THEN HS=SC:PRINT:PRINT:PEN
2:PRINT CHR$(24);" W E L L   D O N E  ";
CHR$(24):PEN 6:PRINT CHR$(24);" A new hi
gh score !!";CHR$(24);:PEN 1:GOTO 410
400 PRINT:PEN 6:PRINT:PRINT CHR$(24);" H
igh score is";HS;CHR$(24);
410 LOCATE 1,20:PEN 3:PRINT"PRESS [1] HA
RD GAME PRESS [2] EASY GAME":PEN 1
420 X$=INKEY$:IF X$<>"" THEN 420
430 X$=INKEY$:IF X$<>"1" AND X$<>"2" THE
N 430
440 IF X$="1" THEN  SK=0.7:B=8  ELSE SK=
 0.85 :B=4
450 CLS
460  MODE 0:BORDER 0:INK 0,0:INK 1,16:IN
K 2,24:INK 3,20:INK 4,18:INK 5,8:INK 6,6
:INK 7,21:INK 8,0,24:PAPER 0:PEN 1
470 PEN 1: FOR F=1 TO 21:LOCATE 1,F+1:PR
INT CHR$(231);:LOCATE 20,F+1:PRINT CHR$(
231);:NEXT F
480 FOR F=1 TO 18:LOCATE F+1,2:PRINT CHR
$(231);:LOCATE F+1,22:PRINT CHR$(231);:N
EXT
490 FOR G=1 TO B:S=INT(RND*9)+1:F=INT(S+
(RND*7)):X=2*INT (RND*4)+1:IF F>17 THEN
F=17
500 FOR Y=S TO F:LOCATE Y+1,X+1:PRINT CH
R$(231);
510 NEXT Y
520 S=INT(RND*17)+2:F=INT(S+(RND*10)):X=
INT(RND*8.75)*2+2:IF F>20 THEN F=20
530 FOR Y=S TO F:LOCATE X+1,Y+1:PRINT CH
R$(231);:NEXT Y:NEXT G
540 PEN 2:FOR F=1 TO 12
550 Y=INT(RND*18)+2:X=INT(RND*17.5)+1
560 LOCATE X+1,Y+1:CALL 360: KY=PEEK(367
):IF KY <> 32 THEN 550
570 LOCATE X+1,Y+1:PRINT CHR$(235);:NEXT
 F
580 PEN 6: FOR F=1 TO 6
590 Y=(RND*18)+2:X=(RND*11.25)+2
600 LOCATE X+1,Y+1:CALL 360: KY=PEEK(367
):IF KY <> 32 THEN 590
610 LOCATE X+1,Y+1:PRINT CHR$(236);:NEXT
 F
```

```
620 PEN 4: FOR F=1 TO 3:LOCATE INT(RND*1
1.25)+2,INT(RND*18)+3:PRINT CHR$(237);:N
EXT F:PEN 1
630 Y=2:X=1:Y1=Y:X1=X:A$=CHR$(232)
640 MY=INT(RND*11)+10:MX=INT((RND*11.25)
+7.5):MY1=MY:MX1=MX
650 SC=0:LOCATE 1,1:PEN 7:PRINT "Score "
;SC;:PEN 1
660 GOTO 70
670 SYMBOL AFTER 230
680 SYMBOL 231,24,36,66,153,153,66,36,24
690 SYMBOL 232,28,28,73,62,8,28,20,54
700 SYMBOL 233,220,220,73,126,72,92,20,5
4
710 SYMBOL 234,195,36,24,36,126,90,129,0
720 SYMBOL 235,0,0,0,12,62,126,62,12
730 SYMBOL 236,0,0,8,73,42,28,62,127
740 SYMBOL 237,4,14,6,12,24,48,96,0
750 FOR X= 360 TO 366: READ A:POKE X,A:N
EXT
760 DATA 205,96,187,50,111,1,201
770 LOCATE 13,1:PRINT CHR$(24)" M I N E
L A Y":PRINT CHR$(24)
780 LOCATE 1,5:PRINT"Move about the maze
 picking up golden   eggs, avoiding the
mines and also the   minelayer."
790 LOCATE 1,9:PRINT"If you pick up an a
xe you can destroy   the maze walls,mine
s,and the mine-layer."
800 LOCATE 1,12:PRINT"You begin with thr
ee lives,but an extra life is given for
every 500 points."
810 PRINT:PRINT
820 PEN 3:PRINT:PRINT"USE THE CURSOR ARR
OWS TO MOVE ABOUT...":PEN 1
830 LOCATE 10,24:PEN 2:PRINT"PRESS ANY K
EY TO START":PEN 1
840 IF INKEY$<>"" THEN 840
850 IF INKEY$=""THEN 850 ELSE CLS
860 RETURN
```

Ταξιδεύοντας

Να και ένα χρήσιμο πρόγραμμα για τους πολυτάξιδους (ή ένα ωραίο παιχνίδι για τους λιγότερο τυχερούς). Πολλές φορές όταν προγραμματίζετε κάποιο ταξίδι στο εξωτερικό μπερδεύεστε με τον μεγάλο αριθμό των εξόδων σας (π.χ. ξενοδοχεία, τηλέφωνα, δώρα για φίλους κ.λ.π.) και τις αντιστοιχίες των διαφόρων νομισμάτων.

Το πρόγραμμα αυτό σας επιτρέπει να χειρίζεστε μέχρι και τέσσερα διαφορετικά είδη συναλλάγματος για όλα τα έξοδά σας. Γράψτε το αναμενόμενο κόστος για κάθε αγορά και δέστε στο τέλος το άθροισμα σε οποιοδήποτε νόμισμα θέλετε.

```
10 REM HOLIDAY EXPENSES.
20 REM @ MICHAEL BEWS.
25 pu$=CHR$(163)
30 MODE 1:BORDER 0:INK 0,0:INK 1,18:INK
2,24:INK 3,14:PAPER 0:PEN 1
40 WINDOW #3,19,40,13,18:PAPER #3,3:PEN
#3,2
50 E$="  1  5 10 20 50100500"
60 DIM C$(12),C(13,4),N$(4),R(4)
70 CF=0:TF=0:VF=0:N=1:CY=1:FG=0:T=0
80 GOTO 870
90 REM RATES DISPLAY
100 :CLS:PRINT"             HOLIDAY EXPEN
SES"
110 LOCATE 13,2:PEN 3:PRINT STRING$(16,2
08):PEN 1
120 ZONE 7:PEN 2: PRINT;pu$;"STG",N$(1),
N$(2),N$(3),N$(4):PEN 1
130 FOR X=1 TO 7:Z$=MID$(E$,X*3-2,3):LOC
ATE 1,X+3:PEN 2:PRINT Z$;" = ";:PEN 1
140 FOR Y=1 TO 4
150 Q$=STR$(R(Y)*VAL(Z$))
160 GOSUB 1680
170 LOCATE (Y*7),X+3:PEN 2:PRINT Q;:PEN
1
180 NEXT Y
190 NEXT X
200 LOCATE 1,11:PEN 2:PRINT" 1      2
   3      4      5      ":PEN 1
```

```
210 LOCATE 1,22:PEN 3:PRINT"ENTER 2 COLU
MN NUMBERS (eg.32) TO        DISPLAY CROS
S-RATES (";(N$(2));"/";(N$(1));")"
220 REM CROSS RATES CALCULATOR
230 PEN 2:INPUT "OR ENTER 'M' FOR MENU";
X$:PEN 1:LOCATE 24,24:PRINT"            "
240 IF X$="" THEN 440
250 IF X$="M" THEN 1150
260 IF LEN(X$)<>2 THEN GOTO 210
270 F=VAL (LEFT$(X$,1))-1:S=VAL(RIGHT$(X
$,1))-1
280 IF S<0 OR S>4 OR F<0 OR F>4 THEN 210
290 IF S=0 THEN Q=R(F):J$=N$(F):K$="STG"
:GOTO 330
300 IF F=0 THEN Q=1/R(S):J$="STG":K$=N$(
S):GOTO 330
310 Q=R(F)/R(S)
320 J$=N$(F):K$=N$(S)
330 M=1
340 IF Q<0.01 THEN Q=Q*10:M=M*10:GOTO 34
0
350 Q$=STR$(Q):GOSUB 1680
360 C=Q:LOCATE 1,12:PRINT CHR$(20);:LOCA
TE 1,12:PEN 3:PRINT" ";J$;TAB (14);K$;:L
OCATE 1,14:PEN 1
370 FOR X=1 TO 7:Z=M*VAL(MID$(E$,3*X-2,3
))
380 Q=C*VAL(MID$(E$,3*X-2,3))
390 Q$=STR$(Q)
400 GOSUB 1680
410 LOCATE 1,12+X:PRINT Q;TAB (12);"=";Z

420 NEXT X
430 REM CROSS RATES (ANY AMNT)
440 LOCATE 1,22:PRINT CHR$(20);:LOCATE 1
,22:PEN 2:PRINT"ENTER ";J$;" OR ";K$;" A
MOUNT FOR EQUIVALENT -";:PRINT"eg. ";(J$
);"5000 "
450 PEN 3:INPUT"OR ENTER 'M' FOR MENU";U
$:LOCATE 23,24:PRINT"               ";:PEN
1
460 IF U$="M" THEN 1150
470 IF LEN(U$)<4 THEN 210
480 IF LEFT$(U$,3)=K$ THEN Y=VAL(MID$(U$
,4)):Q$=STR$(Y*C/M):GOSUB 1680:X=Q:GOTO
510
```

```
490 IF LEFT$(U$,3)=J$ THEN X=VAL(MID$(U$
,4)):Q$=STR$(X*M/C):GOSUB 1680:Y=Q:GOTO
510
500 GOTO 210
510 CLS #3:PRINT #3," ";J$;TAB (12);K$;"
    ";:PEN 2:PRINT #3,X;TAB (11);Y:PEN 2
:PRINT #3,:PRINT #3,"     PRESS ENTER TO"
;:PRINT #3,"     CONTINUE HERE."
520 GOTO 210
530 REM COST SPREADSHEET
540 CLS:PRINT"                HOLIDAY EXPENS
ES"
550 PEN 2:PRINT TAB(11)"M";TAB(18)"N";TA
B(25)"O";TAB(32)"P":PEN 1
560 PEN 3:PRINT"CHARGES";TAB(10);N$(1);T
AB(17);N$(2);TAB(24);N$(3);TAB(31);N$(4)
:PEN 1
570 FOR X=1 TO 12:LOCATE 1,X+3:PRINT CHR
$(X+64);">";C$(X):NEXT X
580 FOR X=1 TO 12:FOR Y=1 TO 4:LOCATE (2
+7*Y),X+3:PRINT C(X,Y);:NEXT Y:NEXT X
590 LOCATE 1,16:PRINT STRING$(40,208)
600 IF TF=1 THEN TF=0:GOTO 750
610 IF CF=0 THEN GOTO 680
620 CF=0
630 LOCATE 1,21:PEN 3:PRINT"ENTER CHARGE
 CODE LETTER TOGETHER WITH  NEW NAME (eg
.BTOURS )":PEN 1
640 PEN 2:PRINT"            OR 'M' FOR MENU
"
650 PEN 1:INPUT X$:LOCATE 3,24:PRINT"
          " :IF X$="M" THEN 1150
660 IF X$="" OR LEN (X$)<2 OR LEFT$(X$,1
)<"A" OR LEFT$(X$,1)>"L" THEN 640
670 C$(ASC(X$)-64)=MID$(X$+"       ",2,6
):FOR X=1 TO 12:PEN 2:LOCATE 1,X+3:PRINT
 CHR$(X+64);">";C$(X):NEXT:PEN 1:GOTO 63
0
680 LOCATE 1,21:PRINT"TO ENTER A COST IT
EM,ENTER ROW/COLUMN   WITH AMOUNT. eg.AM
200  "
690 PEN 3:PRINT:INPUT "       OR ENTER '
M' FOR MENU";X$:LOCATE 31,24:PRINT"
  ":IF X$="M" THEN 1150
```

```
700 IF X$="" THEN 680
710 IF LEFT$(X$,1)<"A" OR LEFT$(X$,1)>"L
" OR MID$(X$,2,1)<"M" OR MID$(X$,2,1)>"P
" OR LEN (X$)<3 THEN 680
720 Q$=MID$(X$,3):GOSUB 1680:C(ASC(X$)-6
4,ASC(MID$(X$,2,1))-76)=Q:LOCATE (2+7*(A
SC(MID$(X$,2,1))-76)),ASC(X$)-61:PRINT Q
730 GOTO 680
740 REM  CALCULATE TOTAL COSTS
750 T=0:FOR X=1 TO 4:C(13,X)=0:NEXT X:FO
R X=1 TO 12:FOR Y=1 TO 4:C(13,Y)=C(13,Y)
+C(X,Y):NEXT Y:NEXT X
760 FOR X=1 TO 4:IF C(13,X)=0 THEN 780
770 Q$=STR$(C(13,X)):GOSUB 1680:C(13,X)=
Q
780 NEXT X
790 LOCATE 9,17:PRINT C(13,1);TAB(16);C(
13,2);TAB(23);C(13,3);TAB (30);C(13,4)
800 LOCATE 1,17:PRINT"TOTALS";:LOCATE 1,
18:PEN 3:PRINT" RATE";:LOCATE 1,19:PEN 1
:PRINT" ";PU$;"STG"
810 FOR X=1 TO 4
820 LOCATE (2+7*X),18:PEN 3:PRINT R(X):P
EN 1:Q$=STR$(C(13,X)/R(X)):GOSUB 1680:LO
CATE (2+7*X),19:PRINT Q:T=T+Q
830 NEXT X
840 Q$=STR$(T):GOSUB 1680:LOCATE 14,20:P
RINT"GRAND TOTAL=";PU$;Q
850 PEN 2:PRINT: INPUT"    PRESS ENTER T
O RETURN TO MENU";X$:PEN 1
860 GOTO 1150
870 PEN 2:PRINT"              HOLIDAY EXPE
NSES":PEN 1
880 PRINT:PRINT:PRINT"This program will
help you to calculate your approximate f
oreign currency needs for  a  tour  thro
ugh  one, or  several countries."
890 PRINT:PRINT"International exchange r
ates are always based on the American do
llar rate for   each currency. For examp
le,the Sterling /Pesatas rate is produce
d from the STG/$ and $/PTS rates."
```

```
900 PRINT:PRINT"The difference between B
UYING & SELLING price for currency notes
 or travellers  cheques represents the b
ank's profit on the transaction.... A sm
all commission  charge is also often add
ed."
910 PEN 3:PRINT:PRINT:PRINT:PRINT"
  PRESS ANY KEY TO CONTINUE.":PEN 1
920 IF INKEY$=""THEN 920 ELSE CLS
930 PRINT"                 HOLIDAY EXPENSES"
940 PEN 3:PRINT:PRINT"Because of the usu
ally wide  SPREAD "
950 PRINT"between BUYING and SELLING rat
es quoted for tourists, it is almost alw
ays safer to avoid multiple exchange
          transactions."
960 PRINT:PRINT"Take about ";pu$;"5-";pu
$;"10 of small denomination ";"foreign f
otes for each country you will visit for
 use on arrival.               If you ar
e departing from a big airport these are
 usually available from a bank in the ar
rivals hall.
970 PRINT"Also,several currencies are ch
eaper to  buy before you leave home and
others arecheaper to buy when you arrive
 at your  destination."
980 PRINT:PRINT"The following tourist ra
tes are includedonly as a very rough gui
de.                Actual market rates will
 vary, often     quite wildly,from day t
o day."
990 PEN 1
1000 PEN 2:PRINT:PRINT"         PRESS AN
Y KEY TO START":PEN 1
1010 IF INKEY$="" THEN 1010 ELSE CLS
1020 REM INITIALISE CURRENCIES & HOLIDAY
         COST ITEMS
1030 FOR X=1 TO 4:READ N$(X):NEXT
1040 FOR X=1 TO 4:READ R(X):NEXT
1050 FOR X=1 TO 12:READ C$(X):NEXT
1060 REM ******* MENU ********
1070 CLS:LOCATE 13,1:PRINT"HOLIDAY EXPEN
SES":LOCATE 13,2:PRINT STRING$(16,208)
```

```
1080 PRINT:PRINT"The program is in three
 sections:"
1090 PRINT:PRINT"                    1 Rates Entr
y                                   2 Cross Rate
 Calculation                        3 Holiday Co
sts"
1100 PEN 2:PRINT:PRINT"Four currencies c
an be handled at the   same time. The pr
esent four are           ";:PEN 1:PRINT N$
(1);",";N$(2);",";N$(3);",";N$(4);:PEN 2
:PRINT"But you may change these by follo
wing   the prompts"
1110 PEN 3:PRINT:PRINT:PRINT"           (
CAPS LOCK MUST BE ON)"
1120 PEN 2:PRINT:PRINT"Currency codes sh
ould always be          three CAPITAL LET
TERS."
1130 LOCATE 12,24:INPUT"  PRESS ENTER";X
$
1140 GOTO 1320
1150 CLS:LOCATE 13,1:PEN 3:PRINT"HOLIDAY
 EXPENSES":LOCATE 13,2:PRINT STRING$(16,
208):PEN 1
1160 LOCATE 13,5:PEN 2:PRINT"**** M E N
U ****":PEN 1
1170 LOCATE 9,8:PRINT"1  RATES TABLE (VI
EW ONLY)
1180 LOCATE 9,10:PEN 3:PRINT"2  CHANGE R
ATES/CURRENCIES":PEN 1
1190 LOCATE 9,12:PEN 2:PRINT"3  CROSS RA
TES CALCULATIONS":PEN 1
1200 LOCATE 9,14:PRINT"4  HOLIDAY COSTS
TABLE"
1210 LOCATE 9,16:PEN 3:PRINT"5  CHANGE A
 COST CATECORY":PEN 1
1220 LOCATE 9,18:PEN 2:PRINT"6  CALCULAT
E TOTAL COSTS":PEN 1
1230 LOCATE 9,22:PRINT CHR$(20);:LOCATE
9,22:PRINT CHR$(24);" ENTER OPTION NUMBE
R ";CHR$(24);:INPUT X$:IF X$="" THEN 123
0
1240 IF X$<"1" OR X$>"6" OR LEN(X$)>1 TH
EN 1230
1250 IF VAL(X$)=1 THEN VF=1
```

```
1260 IF VAL(X$)=5 THEN CF=1
1270 IF VAL(X$)=6 THEN TF=1
1280 ON VAL(X$) GOTO 1320,1320,100,540,5
40,540
1290 GOTO 1150
1300 STOP
1310 REM APPROX TOURIST RATES
1320 CLS:PEN 2:PRINT" Approximate touris
t rates ";PU$;"STG=";:PEN 1
1330 x=27
1340 PRINT" US$  USA dollar";TAB (x);"1.
52"
1350 PRINT" CN$  Canada dollar";TAB(x);"
1.87"
1360 PRINT" FFR  France franc";TAB(x);"1
1.6"
1370 PRINT" BFR  Belgium & Lux franc";TA
B(x);"76.5"
1380 PRINT" ITL  Italy lire";TAB (x);"22
65"
1390 PRINT" SFR  Switzerland franc";TAB(
x);"3.22"
1400 PRINT" DMK  W.Germany D.mark";TAB (
x);"3.84"
1410 PRINT" ASH  Austria schilling";TAB(
x);"27.0"
1420 PRINT" ESC  Portugal escudo";TAB(x)
;"154"
1430 PRINT" SPA  Spain peseta";TAB (x);"
211"
1440 PRINT" HFL  Holland guilder";TAB (x
);"4.30"
1450 PRINT" NKR  Norway kroma";TAB (x);"
11.0"
1460 PRINT" IRP  Ireland punt";TAB(x);"1
.22"
1470 PRINT" DRA  Greece drachma";TAB (x)
;"128"
1480 PRINT" MLT  Malta pound";TAB (x);"0
.64"
1490 PRINT" YGD  Yogoslavia dinar";TAB(x
);"127"
1500 PRINT" YEN  Japan yen";TAB(x);"367"
1510 PRINT" AU$  Australia dollar";TAB(x
);"1.74"
```

```
1520 PRINT" NZ$  New Zealand dollar";TAB
(x);"2.32"
1530 IF VF=1 THEN LOCATE 4,24:PEN 2:PRIN
T"PRESS ENTER TO RETURN TO MENU":PEN 1:I
NPUT X$:VF=0:GOTO 1150
1540 FOR Y=1 TO 4
1550 LOCATE 1,22:PEN 2:PRINT"CURRENCY";Y
;"IS ";N$(Y);:PRINT".  PRESS ENTER TO KE
EP ";N$(Y);", OR ENTER A NEW CODE
      ":PEN 1
1560 PRINT"CURRENCY";Y;"(";N$(Y);")";:IN
PUT X$
1570 IF X$="" THEN LOCATE 1,22:PRINT CHR
$(20);:LOCATE 1,22:PEN 2:PRINT" PRESS EN
TER TO KEEP PRESENT ";N$(Y);" RATE: ";R(
Y);"OR ENTER NEW RATE";:GOTO 1620
1580 FOR X=1 TO 13:C(X,Y)=0:NEXT
1590 N$(Y)=X$
1600 LOCATE 1,22:PRINT CHR$(20):LOCATE 1
,22 :PEN 3:PRINT" ENTER THE NEW RATE FOR
 ";N$(Y);
1610 PEN 1
1620 INPUT Q$:IF Q$="" THEN 1650
1630 IF ASC(Q$)<48 OR ASC(Q$)>57 THEN 16
20
1640 GOSUB 1680:R(Y)=Q
1650 NEXT Y
1660 GOTO 1150
1670 REM NUMBER CLEAN-UP
1680 Q=VAL(Q$):IF Q<10 THEN Q=(INT(100*Q
))/100:RETURN
1690 IF Q<100 THEN Q=(INT(10*Q))/10:RETU
RN
1700 Q=INT(Q)
1710 RETURN
1720 REM INITIAL DATA
1730 DATA "FFR","SFR","US$","ITL"
1740 DATA 11.6,3.22,1.52,2265
1750 DATA "HOTEL","TOURS","BUS","MEALS",
"FOOD","DRINK","LAUND","FUEL","POST","PH
ONE","GIFTS","SUNDR"
```

Διελκυστίνδα

Εϊ-ωπ, εϊ-ωπ! Λίγο δύσκολο να τραβήξεις τον υπολογιστή σου με ένα σχοινί. Γι' αυτό στην παραλλαγή αυτή του κάπως αθλητικού παιχνιδιού, κάθε παίκτης ρίχνει από ψηλά ένα αλεξίπτωτο. Ανάλογα με το αν πετύχει κάποιο κινητό στόχο στο κάτω μέρος της οθόνης, η ομάδα του τραβάει προς το μέρος της το σχοινί. Αν η μια από τις δύο ομάδες τραβήξει τόσο πολύ, ώστε να πέσει ένας από τους αντιπάλους μέσα στο φαράγγι που τους χωρίζει, η ομάδα αυτή εξασθενίζει.

Νικητής είναι βέβαια αυτός που θα ρίξει όλους τους αντιπάλους του στο γκρεμό.

```
10 REM TUG-OF-WAR
20 REM @ PAUL STANLEY
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
40 DIM A$(2),B$(2)
50   GOSUB 960
60 GOSUB 1070
70 GOSUB 800
80 WINDOW #0,5,36,1,22:PAPER #0,0:PEN #0
,1:CLS #0
90 GOSUB 680
100 LOCATE T+1,15:PRINT "  ";:T=INT(RND*2
8)+2:LOCATE T+1,15:PEN 2:PRINT CHR$(131)
;:PEN 1
110 FOR F=0 TO 30:LOCATE F+1,1:PEN 2:PRI
NT " "; CHR$(239);:PEN 1
120 FOR X=1 TO 50:NEXT
130 QQ$=INKEY$:IF QQ$="A" OR QQ$="a" THE
N GOTO 160
140 SOUND 1,(F+100),3
150 NEXT:GOTO 350
160 FOR G=0 TO 14
170 LOCATE F+2,G+1:PEN 3:PRINT CHR$(240)
;:PEN 1:FOR XX=-3 TO 1:SOUND 2,(200+XX),
3:NEXT
180 SOUND 1,290,2
```

```
190 LOCATE F+2,G+1:PRINT" ";
200 NEXT G
210 IF F+2<>T+1 THEN GOTO 350
220 XA=XA-1:XB=XB-1:FOR F=20 TO 30:SOUND
 1,(F+100),3:NEXT
230 LOCATE T+1,15:PRINT" ";
240 LOCATE XA+1,17:PRINT A$(1);" ";:LOCA
TE XA+1,18:PRINT A$(2);" ";:LOCATE XB+1,
17:PRINT B$(1);" ";:LOCATE XB+1,18:PRINT
 B$(2);" ";
250 PLOT(XA+LEN(A$(1))*2)+138,130,1:DRAW
R (XB-XA-LEN(A$(1))-1)*16+220,0,1
260 LOCATE XB+1,19:CALL 360:KK=PEEK (367
):IF KK<> 32 THEN 350
270 U=16:LOCATE 19,17:PRINT" ";:LOCATE 1
9,18:PRINT" ":GOSUB 590
280 IF TB=2 THEN B$(1)=CHR$(235)+CHR$(23
6)+CHR$(235)+CHR$(236):B$(2)=CHR$(237)+C
HR$(238)+CHR$(237)+CHR$(238)
290 IF TB=1 THEN B$(1)=CHR$(235)+CHR$(23
6):B$(2)=CHR$(237)+CHR$(238)
300 IF TB<=0 THEN W=1:GOTO 640
310 TB=TB-1
320 XB=XB+2
330 LOCATE XA+1,17:PRINT A$(1);"  ";:LOC
ATE XA+1,18:PRINT A$(2);"  ";:LOCATE XB+
1,17:PRINT B$(1);"  ";:LOCATE XB+1,18:PR
INT B$(2);"  "
340 PLOT(XA+LEN(A$(1))*2)+138,130,1:DRAW
R (XB-XA-LEN(A$(1))-1)*16+220,0,1
350 LOCATE T+1,15:PRINT" ":T=INT(RND*28)
+2:LOCATE T+1,15:PEN 2:PRINT CHR$(131);:
PEN 1
360 FOR F=30 TO 0 STEP -1:LOCATE F+1,1:P
RINT CHR$(239);" "
370 FOR X=1 TO 50:NEXT
380 IF INKEY$="L" OR INKEY$="l" THEN 410
390 SOUND 1,(F+150),3
400 NEXT F:GOTO 100
410 FOR G=0 TO 14
420 LOCATE F+1,G+1:PEN 2:PRINT CHR$(240)
;:PEN 1:FOR SS=-3 TO 1:SOUND 2,(200+SS),
3:NEXT
430 SOUND 1,(F+100),3
```

```
440 LOCATE F+1,G+1:PRINT " "
450 NEXT G
460 IF F+1<>T+1 THEN GOTO 100
470 XA=XA+1:XB=XB+1:FOR F=20 TO 30:SOUND
 1,(F+100),3:NEXT
480 LOCATE XA,17:PRINT" ";A$(1);:LOCATE
XA,18:PRINT" ";A$(2):LOCATE XB,17:PRINT"
 ";B$(1);:LOCATE XB,18:PRINT" ";B$(2)
490 PLOT(XA+LEN(A$(1))*2)+138,130,1:DRAW
R (XB-XA-LEN(A$(1))-1)*16+220,0,1
500 LOCATE XA+LEN(A$(1)),19:CALL 360:KK=
PEEK(367):IF KK<>32 THEN GOTO 100
510 U=14:LOCATE 14,17:PRINT" ";:LOCATE 1
4,18:PRINT" ":GOSUB 590
520 IF TA=2 THEN A$(1)=CHR$(231)+CHR$(23
2)+CHR$(231)+CHR$(232):A$(2)=CHR$(233)+C
HR$(234)+CHR$(233)+CHR$(234)
530 IF TA=1 THEN A$(1)=CHR$(231)+CHR$(23
2):A$(2)=CHR$(233)+CHR$(234)
540 IF TA<=0 THEN W=2:GOTO 640
550 TA=TA-1
560 LOCATE XA+1,17:PRINT A$(1);:LOCATE X
A+1,18:PRINT A$(2);:LOCATE XB+1,17:PRINT
 B$(1);:LOCATE XB+1,18:PRINT B$(2)
570 PLOT(XA+LEN(A$(1))*2)+138,130,1:DRAW
R (XB-XA-LEN(A$(1))-1)*16+220,0,1
580 GOTO 100
590 FOR F=16 TO 20:LOCATE U+1,F+1:PRINT
CHR$(241)+CHR$(242);:LOCATE U+1,F+2:PRIN
T CHR$(243)+CHR$(244)
600 FOR DD=-3 TO 1:SOUND 2,(DD+150),3:SO
UND 1,190,3:NEXT
610 LOCATE U+1,F+1:PRINT"  ";:LOCATE U+1
,F+2:PRINT"  "
620 NEXT F
630 RETURN
640 LOCATE 3,3:PEN 2:PRINT CHR$(24);"WEL
L DONE PLAYER";W;"! YOU WON!";CHR$(24);:
PEN 1:FOR G=1 TO 8:ENT 1,100,-G,5:SOUND
1,170,50,7,0,1:NEXT G
650 LOCATE 3,10:PEN 3:PRINT CHR$(24);"PR
ESS ANY KEY TO PLAY AGAIN";CHR$(24);:PEN
 1
660 IF INKEY$<>"" THEN 660
```

```
670 IF INKEY$="" THEN 670 ELSE CLS:GOTO
90
680 FOR F=0 TO 31:PLOT 64,F*2+48,3:DRAWR
 (106+INT(RND*5))*2,0,3:NEXT
690 FOR F=0 TO 31:PLOT 575,F*2+48,3:DRAW
R -(106+INT(RND*5))*2,0,3:NEXT F
700 PLOT 64,110:DRAWR 222,0,3:PLOT 575,1
10:DRAWR -220,0,3
710 A$(1)=CHR$(231)+CHR$(232)+CHR$(231)+
CHR$(232)+CHR$(231)+CHR$(232)
720 A$(2)=CHR$(233)+CHR$(234)+CHR$(233)+
CHR$(234)+CHR$(233)+CHR$(234)
730 B$(1)=CHR$(235)+CHR$(236)+CHR$(235)+
CHR$(236)+CHR$(235)+CHR$(236)
740 B$(2)=CHR$(237)+CHR$(238)+CHR$(237)+
CHR$(238)+CHR$(237)+CHR$(238)
750 XA=7:XB=19
760 LOCATE XA+1,17:PRINT A$(1);:LOCATE X
A+1,18:PRINT A$(2);:LOCATE XB+1,17:PRINT
 B$(1);:LOCATE XB+1,18:PRINT B$(2);
770 PLOT(XA+LEN(A$(1))*2)+138,130,1:DRAW
R (XB-XA-LEN(A$(1))-1)*16+220,0,1
780 T=0:TA=2:TB=2
790 RETURN
800 SYMBOL AFTER 230
810 SYMBOL 231,24,52,62,60,24,31,255,15
820 SYMBOL 232,0,0,0,0,0,248,255,240
830 SYMBOL 233,15,7,7,3,0,0,0,0
840 SYMBOL 234,0,128,192,224,112,24,12,7
850 SYMBOL 235,0,0,0,0,0,31,255,15
860 SYMBOL 236,24,44,124,60,24,248,255,2
40
870 SYMBOL 237,0,1,3,7,14,24,48,224
880 SYMBOL 238,240,224,224,192,0,0,0,0
890 SYMBOL 239,0,129,66,36,102,255,126,6
0
900 SYMBOL 240,16,124,254,0,16,56,16,40
910 SYMBOL 241,1,195,101,55,27,15,7,3
920 SYMBOL 242,128,195,166,236,152,240,2
24,192
930 SYMBOL 243,3,3,3,7,14,28,184,112
940 SYMBOL 244,192,192,192,224,112,56,29
,14
950 RETURN
```

```
960 PEN 2:LOCATE 12,1:PRINT"TUG-----OF--
---WAR":PEN 1
970 LOCATE 8,2:PEN 3:PRINT"B Y  P A U L
 S T A N L E Y":PEN 1
980 LOCATE 1,4:PRINT"A simple game for t
wo players who have  to win at Tug-Of-Wa
r,not by strength,butby reactions."
990 PEN 3:PRINT:PRINT"A  UFO  will fly a
cross the top of the  screen and a targe
t will appear at the  bottom.":PEN 1
1000 PEN 3:PRINT:PRINT"PLAYER one can pa
rachute out on to the  target by pressin
g key [A] and PLAYER   two with [L]":PEN
 1
1010 PEN 2:PRINT:PRINT"If the parachutis
t lands on the target  you will pull the
 other team.If any men fall down the can
yon that team will findit harder to win.
":PEN 1
1020 LOCATE 9,24:PRINT CHR$(24);"PRESS A
NY KEY TO START";CHR$(24);
1030 IF INKEY$<>"" THEN 1030
1040 IF INKEY$=""THEN 1040 ELSE CLS
1050 RETURN
1060 STOP
1070 RESTORE 1080:FOR X= 360 TO 366:READ
 A:POKE X,A:NEXT:RESTORE:RETURN
1080 DATA 205,96,187,50,111,1,201
1090 FOR X=231 TO 250:PRINT CHR$(X);" ";
:NEXT
```

Ενέδρα

΄Ενα παιχνίδι με πολύ ωραία γραφικά! Ανάμεσα στα δέντρα του δάσους κρύβεται μια ομάδα ελεύθερων σκοπευτών. Η μόνη κάλυψη που έχεις εσύ είναι ένα χαμηλό τοίχωμα. Θα μπορέσεις άραγε να σκοτώσεις όλους τους ελεύθερους σκοπευτές πριν καταφέρουν να σε σκοτώσουν αυτοί;

```
10 REM AMBUSH.
20 REM @ MICHAEL BEWS.
30 MODE 1: BORDER 0:INK 0,0:INK 1,24:INK
 2,18:INK 3,9:WINDOW #1,1,40,1,25:PAPER
#1,0:PEN #1,1:CLS #1
40 DIM P(5,5),L(11,2),S(5,2)
50 GOSUB 1000
60 TB=5000:TM=0:K$="0000000000":MN=0:AI=
0:FR=0:MX=80
70 GOTO 600
80 REM KEYBOARD INPUT
90 TM=TM+1:LOCATE 29,16:PRINT MID$(STR$(
TM),2);
100 IF INKEY(0)=0 THEN LOCATE 11,14:PRIN
T R$(1);:LOCATE 11,15:PRINT R$(2);:LOCAT
E 11,16:PRINT R$(3);:MN=1:GOTO 160
110 IF INKEY(2)=0 THEN LOCATE 11,14:PRIN
T Q$(1);:LOCATE 11,15:PRINT Q$(2);:LOCAT
E 11,16:PRINT Q$(3);:MN=0:GOTO 160
120 IF (INKEY(47)=0 AND MN=1) THEN FR=1:
GOTO 160
130 IF INKEY(8)=0 THEN MX=MX-8:GOTO 160
140 IF INKEY(1)=0 THEN MX=MX+8:GOTO 160
150 GOTO 160
160 REM ACTION ROUTINE
170 IF MX<0 THEN MX=0
180 IF MX>220 THEN MX=220
190 IF FR=0 THEN 410
200 FR=0
210 Y=23
220 IF MX<42 THEN Y=Y+32:GOTO 270
230 IF MX<70 THEN Y=Y+7:GOTO 270
240 IF MX<124 THEN Y=Y+8:GOTO 270
250 IF MX<164 THEN 270
```

```
260 Y=Y-8
270 REM TRACERS AND SOUNDS
280 PLOT 82*2+64,72*2+48,1
290 DRAWR (MX-60)*2,Y*2,1
300 FOR X=25 TO 30:SOUND 1,X,2:NEXT
310 PLOT 82*2+64,72*2+48,0
320 DRAWR (MX-60)*2,Y*2,0
330 REM CHECK FOR HIT
340 IF MX>29 AND MX<35 AND MID$(K$,1,1)>
"0" THEN LOCATE 5,6:PRINT CHR$(244);CHR$
(245);:PEN 3:PRINT CHR$(237);CHR$(238);:
PEN 1:MID$(K$,6,1)="1":GOTO 400
350 IF MX>61 AND MX<67 AND MID$(K$,2,1)>
"0" THEN LOCATE 9,9:PRINT CHR$(244);CHR$
(245);:PEN 3:PRINT CHR$(237);CHR$(238);:
PEN 1:MID$(K$,7,1)="1":GOTO 400
360 IF MX>101 AND MX<107 AND MID$(K$,3,1
)>"0" THEN LOCATE 14,9:PRINT CHR$(244);C
HR$(245);:PEN 3:PRINT CHR$(237);CHR$(238
);:PEN 1:MID$(K$,8,1)="1":GOTO 400
370 IF MX>144 AND MX<155 AND MID$(K$,4,1
)>"0" THEN LOCATE 20,10:PRINT CHR$(244);
CHR$(245);:PEN 3:PRINT CHR$(237);CHR$(23
8);:PEN 1:MID$(K$,9,1)="1":GOTO 400
380 IF MX>185 AND MX<195 AND MID$(K$,5,1
)>"0" THEN LOCATE 25,11:PRINT CHR$(244);
CHR$(245);:PEN 3:PRINT CHR$(237);CHR$(23
8);:PEN 1:MID$(K$,10,1)="1"
390 REM CHECK FOR WIN
400 IF MID$(K$,6,5)="11111" THEN 890
410 REM SNIPER ROUTINE
420 K=1+INT(RND*5)
430 IF MID$(K$,K+5,1)="1" THEN 90
440 IF MID$(K$,K,1)="4" THEN PEN 3:LOCAT
E S(K,2)+1,S(K,1)+1:PRINT S$(2);:PEN 1
450 IF MID$(K$,K,1)="5" OR (MID$(K$,K,1)
="7" AND MN=0) THEN GOSUB 490
460 MID$(K$,K,1)=CHR$(ASC(MID$(K$,K,1))+
1)
470 IF MID$(K$,K,1)>"7" THEN PEN 3:LOCAT
E S(K,2)+1,S(K,1)+1:PRINT S$(1);:PEN 1:M
ID$(K$,K,1)="0"
480 GOTO 90
490 REM SNIPER FIRING
```

```
500 N=1+INT(RND*P(K,4))
510 NX=N-P(K,3)
520 PLOT P(K,1)*2+64,P(K,2)*2+48,1
530 DRAWR NX*2,-P(K,5)*2,1
540 FOR X=45 TO 50:SOUND 1,X,2:NEXT
550 PLOT P(K,1)*2+64,P(K,2)*2+48,0
560 DRAWR NX*2,-P(K,5)*2,0
570 IF MN=0 THEN RETURN
580 IF P(K,1)+NX>78 AND P(K,1)+NX<86 THE
N LOCATE 11,14:PRINT Q$(1);:LOCATE 11,15
:PRINT Q$(2);:LOCATE 11,16:PRINT Q$(3);:
LOCATE 10,16:PRINT P$;:GOTO 840
590 RETURN
600 LOCATE 1,1:PRINT CHR$(24);"
    A M B U S H                  ";CHR$(24
)
610 LOCATE 1,5:PEN 2:PRINT"You have been
 ambushed by gunmen in a   forest.The on
ly safe place is a low wallbehind which
you take cover.":PEN 1
620 PRINT:PRINT"You must try to shoot al
l gunmen by      aiming over the top of t
he wall.But the snipers are quite good s
hots!!"
630 PEN 2:PRINT:PRINT"Use cursor keys to
 stand UP or crouch   DOWN and to change
 direction of your    aim LEFT or RIGHT.
 Use SPACEBAR to fire":PEN 1
640 PRINT:PRINT:PRINT:PRINT"     How lon
g can you survive?...."
650 W$=STRING$(32,242)
660 T$(1)=CHR$(231)+CHR$(232)+CHR$(233):
T$(2)=CHR$(234)+CHR$(235)+CHR$(236):T$(3
)=CHR$(237)+CHR$(238)+CHR$(239)
670 S$(1)=CHR$(237)+CHR$(238):S$(2)=CHR$
(240)+CHR$(241)
680 Q$(1)=" ":Q$(2)=CHR$(242):Q$(3)=CHR$
(243):P$=CHR$(244)+CHR$(245)
690 R$(1)=CHR$(246):R$(2)=CHR$(247):R$(3
)=" "
700 LOCATE 6,24:PRINT CHR$(24);"PRESS AN
Y KEY TO FIND OUT!!!";CHR$(24)
710 IF INKEY$<>"" THEN 710
720 IF INKEY$="" THEN 720 ELSE CLS
```

```
730 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #
0,1:CLS #0
740 REM  PRINT THE SCENE
750 FOR X=10 TO 26 STEP 4:LOCATE X+1,2:P
EN 3:PRINT T$(1);:LOCATE X+1,3:PRINT T$(
2);:LOCATE X+1,4:PRINT T$(3);:PEN 1:NEXT
 X
760 FOR X=1 TO 11:LOCATE L(X,2)+1,L(X,1)
+1:PEN 3:PRINT T$(1);:LOCATE L(X,2)+1,L(
X,1)+2:PRINT T$(2);:LOCATE L(X,2)+1,L(X,
1)+3:PRINT T$(3);:PEN 1:NEXT
770 FOR X=3 TO 11:LOCATE L(X,2)+3,L(X,1)
+3:PRINT CHR$(239);:NEXT
780 LOCATE 1,16:PEN 3:PRINT T$(1);:LOCAT
E 1,17:PRINT T$(2);:LOCATE 1,18:PRINT T$
(3);:LOCATE 4,18:PRINT T$(1);:LOCATE 4,1
9:PRINT T$(2);:LOCATE 4,20:PRINT T$(3);:
PEN 1
790 LOCATE 1,15:PRINT W$
800 LOCATE 11,14:PRINT Q$(1);:LOCATE 11,
15:PRINT Q$(2);:LOCATE 11,16:PRINT Q$(3)
;
810 LOCATE 24,16:PRINT"TIME:     ";
820 GOTO 80
830 REM PLAYER SHOT
840 LOCATE 1,21:PRINT CHR$(24);"You have
 been shot! In time:";CHR$(24);MID$(STR$
(TM),2);:LOCATE 1,13:PEN 2:PRINT"This is
 the";:PEN 1:PRINT" sniper ";:PEN 2:PRIN
T"who shot you";:PEN 1
850 LOCATE S(K,2)+1,S(K,1)+1:PRINT S$(2)
;
860 SOUND 1,1000,30:SOUND 1,2000,30:SOUN
D 1,3000,30:SOUND 1,4000,30
870 GOTO 920
880 REM ALL SNIPERS DEAD
890 IF TB>TM THEN TB=TM
900 LOCATE 1,21:PRINT CHR$(18);:LOCATE 1
,21:PRINT"You shot all the snipers in ";
MID$(STR$(TM),2);:LOCATE 1,22:PRINT"Best
 time so far:";TB;
910 FOR X=1 TO 30:SOUND 1,50+INT(RND*150
),4:NEXT
920 LOCATE 4,24:PRINT"PRESS ANY KEY TO R
ESTART"
```

```
930 IF INKEY$<>"" THEN 930
940 IF INKEY$="" THEN 940
950 MX=80:K$="0000000000"
960 TM=0:MN=0:FR=0
970 CLS:GOTO 740
980 END
990 REM GRAPHICS
1000 SYMBOL AFTER 230
1010 SYMBOL 231,3,3,15,15,126,127,255,12
7
1020 SYMBOL 232,15,255,255,255,255,255,2
55,223
1030 SYMBOL 233,0,192,240,248,126,254,25
2,252
1040 SYMBOL 234,127,63,55,31,31,24,0,0
1050 SYMBOL 235,255,255,247,63,60,60,60,
60
1060 SYMBOL 236,252,188,248,248,240,48,0
,0
1070 SYMBOL 237,0,0,0,0,0,0,0,0
1080 SYMBOL 238,60,60,60,60,60,60,60,60
1090 SYMBOL 239,8,0,138,40,138,162,160,3
2
1100 SYMBOL 240,0,63,2,3,0,1,1,3
1110 SYMBOL 241,252,252,124,252,124,252,
124,60
1120 SYMBOL 242,51,255,219,255,253,255,1
83,255
1130 SYMBOL 243,249,113,113,33,255,113,1
23,219
1140 SYMBOL 244,0,0,0,0,160,247,255,247
1150 SYMBOL 245,0,0,0,0,0,224,241,255
1160 SYMBOL 246,248,113,115,118,38,250,2
54,112
1170 SYMBOL 247,115,255,251,255,253,251,
247,255
1180 FOR X=1 TO 11:READ L(X,1),L(X,2):NE
XT
1190 FOR X=1 TO 5:READ S(X,1),S(X,2):NEX
T
1200 FOR X=1 TO 5:FOR Y=1 TO 5:READ P(X,
Y):NEXT Y,X
1210 DATA 2,4,1,18,3,6,2,20,3,24,4,11,4,
29,6,10,6,15,7,21,8,26
```

```
1220 DATA 5,6,8,10,8,15,9,21,10,26
1230 DATA 47,127,10,50,54,79,110,39,70,3
7,119,110,60,60,37,167,102,127,80,29,207
,94,200,120,21
1240 RETURN
```

Σήματα Μορς

΄Οσοι ακούνε βραχέα στο ραδιόφωνο τους θα έχουν ακούσει το χαρακτηριστικό ντι-ντι-ντα των σημάτων μορς. Το πρόγραμμα αυτό μέσα από μια κατανοητή σειρά μενού με μια πλήρη παρουσίαση όλων των αντιστοιχιών γραμμάτων και παλμών σας δίνει τη δυνατότητα να μάθετε Μορς, να φτιάχνετε τα δικά σας μηνύματα και να δοκιμάζετε τις γνώσεις σας με μια σειρά τεστ.

```
10 REM MORSE TUTOR
20 REM @ R.ERSKINE
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:CLS #1
40 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
50 DIM C(36,5): DIM C$(36)
60 GOSUB 1100
70 CLS
80 LOCATE 12,1:PRINT CHR$(24);" MENU ";C
HR$(24);
90 PEN 3:LOCATE 6,5:PRINT "1- HEAR A MES
SAGE":PEN 1
100 PEN 2:LOCATE 6,7:PRINT"2- MESSAGE WI
TH TEXT ":PEN 1
110 LOCATE 6,9:PRINT"3- CREATE YOUR OWN
MESSAGE"
120 PEN 3:LOCATE 6,11:PRINT"4- TEST SECT
ION":PEN 1
130 LOCATE 6,13:PRINT"5- THE MORSE CODE"
:PEN 1
140 PEN 2:LOCATE 2,18:PRINT CHR$(24);" S
ELECT OPTION (1 TO 5) ";CHR$(24):PEN 1
150 IF INKEY$<>"" THEN 150
160 X$=INKEY$:IF X$="" THEN 160 ELSE LOC
ATE 27,18:PRINT CHR$(18);:LOCATE 27,18:P
RINT X$;:IF X$<"1" OR X$>"5" THEN 150
```

```
170 LOCATE 2,18:PRINT CHR$(18);
180 ON VAL(X$) GOTO 330,320,360,490,1020
190 V$=UPPER$(V$): X$=V$:V$=Q$+V$+H$
200 TM=5
210 FOR X=1 TO LEN(V$)-32
220 TM=-TM:LOCATE 31,1:PRINT CHR$(37+TM)
;
230 IF O=1 THEN LOCATE 1,22:PRINT MID$ (
V$,X,32)
240 T=ASC(MID$(V$,X+31,1))
250 FOR Y=1 TO 5
260  IF T>64 THEN CC=40*C(T-64,Y):IF CC>
0 THEN SOUND 1,70,CC
270 IF T<58 AND T>47 THEN CC=40*C(T-21,Y
):IF CC>0 THEN SOUND 1,70,CC
280 FOR CC=1 TO 110:NEXT
290 NEXT Y,X
300 FOR ZZ=1 TO 2000:NEXT
310 GOTO 460
320 O=1
330 V$=F$
340 GOTO 190
350 GOTO 70
360 CLS:LOCATE 8,3:PEN 3:PRINT CHR$(24);
"CREATE A MESSAGE";CHR$(24):PEN 1
370 PRINT"Enter your own message and the
n press the  ENTER  key."
380 PEN 2:LOCATE 1,24:PRINT CHR$(20);:IN
PUT V$
390 PEN 1
400 CLS:PEN 2:LOCATE 1,11:PRINT"Do you w
ant the message shown inboth sound and v
ision (Y or N)":FOR y=1 TO 200:NEXT:PEN
1
410 IF INKEY$<>"" THEN 410
420 A$=INKEY$:IF A$="" THEN 420 ELSE A$=
UPPER$(A$)
430 IF A$="Y" THEN O=1:GOTO 190
440 O=0
450 GOTO 190
460 O=0
470 F$=X$
480 GOTO 70
490 CLS:LOCATE 8,1:PRINT CHR$(24);" TEST
 SECTION ";CHR$(24);
```

```
500 PEN 3:LOCATE 9,5:PRINT"1- CHARACTERS
";:PEN 2:LOCATE 9,7:PRINT"2- CODE";:PEN
1:LOCATE 9,9:PRINT"3- SOUND":PEN 1
510 LOCATE 1,12:PRINT CHR$(24);"SELECT T
EST ITEM (1 - 3)";CHR$(24);
520 LOCATE 1,14:PRINT CHR$(18);:LOCATE 1
,14:A$=INKEY$:IF A$="" OR A$ <"1" OR A$>
"3" THEN 520
530 IF A$="1" THEN W=1
540 IF A$="2" THEN W=2
550 IF A$="3" THEN W=3
560 PEN 2:LOCATE 1,12:PRINT"DO YOU WANT
TESTING ON LETTERS  OR NUMBERS (L OR N)"
;:PEN 1:LOCATE 1,14:PRINT CHR$(18);:LOCA
TE 1,14:A$=INKEY$:IF A$="" THEN 560 ELSE
 A$=UPPER$(A$):IF A$ <>"L" AND A$<>"N" T
HEN 560
570 IF A$="L" THEN B=1
580 IF A$="N" THEN B=2
590 IF W>1 THEN 740
600 FOR Y=1 TO 400:NEXT
610 PEN 3:PRINT:PRINT"The character will
 appear first,followed by the code and s
ound.":PEN 1:FOR y=1 TO 2000:NEXT
620 FOR X=1 TO 15
630 IF B=1 THEN V=INT(RND*26)+1
640 IF B=2 THEN V=(INT(RND*10)+1)+26
650 IF B=1 THEN PRINT CHR$(V+64); ELSE P
RINT CHR$(V+21);
660 FOR Y=1 TO 1000:NEXT
670 FOR Y=1 TO 5
680 CC=40*C(V,Y):IF CC>0 THEN SOUND 1,70
,CC
690 FOR ZZ= 1 TO 130:NEXT
700 NEXT Y
710 PRINT" = ";C$(V),
720 NEXT X
730 FOR Y=1 TO 1500:NEXT:GOTO 70
740 IF W>2 THEN 880
750 PEN 3:PRINT:PRINT"The code will appe
ar first,      followed by the character
and   sound.":PEN 1:FOR y=1 TO 2000:NEXT

760 FOR X=1 TO 15
```

```
770 IF B=1 THEN V=INT(RND*26)+1
780 IF B=2 THEN V=(INT(RND*10)+1)+26
790 PRINT C$(V);:FOR Y=1 TO 800:NEXT
800 FOR Y=1 TO 5
810 CC=40*C(V,Y):IF CC>0 THEN SOUND 1,70
,CC
820 FOR ZZ= 1 TO 130:NEXT
830 NEXT Y
840 PRINT" = ";
850 IF B=1 THEN PRINT CHR$(V+64), ELSE P
RINT CHR$(V+21),
860 NEXT X
870 FOR Y=1 TO 1500:NEXT:GOTO 70
880 PRINT"The sound will be heard first,
  followed by the character and   code":
FOR y=1 TO 1500:NEXT
890 FOR X=1 TO 15
900 IF B=1 THEN V=INT(RND*26)+1
910 IF B=2 THEN V=(INT(RND*10)+1)+26
920 FOR Y=1 TO 5
930 CC=40*C(V,Y):IF CC>0 THEN SOUND 1,70
,CC
940 FOR ZZ= 1 TO 130:NEXT
950 NEXT Y
960 FOR Y=1 TO 800:NEXT
970 PRINT "That was ";
980 IF B=1 THEN PRINT CHR$(V+64);" = ";C
$(V), ELSE PRINT CHR$(V+21);" = ";C$(V),
990 FOR Y=1 TO 800:NEXT
1000 NEXT X
1010 FOR Y=1 TO 1500:NEXT:GOTO 70
1020 CLS:PEN 2:LOCATE 8,1:PRINT CHR$(24)
;"THE MORSE CODE";CHR$(24):PEN 1:PRINT
1030 FOR X=1 TO 18
1040 XX=X+18
1050 PRINT CHR$(X+64);" = ";C$(X);TAB(18
);CHR$(XX-64*(XX<27)-21*(XX>26));" = ";C
$(XX)
1060 NEXT
1070 LOCATE 3,24:PRINT CHR$(24);" PRESS
ANY KEY TO RETURN ";CHR$(24);
1080 IF INKEY$<>"" THEN 1080
1090 IF INKEY$="" THEN 1090 ELSE GOTO 70
1100 S=0.1:L=0.3:O=0:X$=""
```

```
1110 LOCATE 3,12:PRINT CHR$(24);"PLEASE
WAIT FOR A MOMENT";CHR$(24)
1120 F$="THIS IS A MESSAGE TO DEMONSTRAT
E THE MORSE TUTOR   THE COMPLETE ALPHABE
T IS AS FOLLOWS          ABCDEFGHIJKLMNOP
QRSTUVWXYZ  AND THE NUMBERS ARE       123
4567890"
1130 Q$=STRING$(32,32)
1140 H$=" "
1150 RESTORE
1160 FOR X=1 TO 36
1170 FOR Y=1 TO 5
1180 READ C(X,Y)
1190 NEXT Y,X
1200 FOR X=1 TO 36: READ C$(X):NEXT
1210 DATA .1,.3,0,0,0,.3,.1,.1,.1,0,.3,.
1,.3,.1,0,.3,.1,.1,0,0,.1,0,0,0,0,.1,.1,
.3,.1,0,.3,.3,.1,0,0,.1,.1,.1,.1,0,.1,.1
,0,0,0,.1,.3,.3,.3,0,.3,.1,.3,0,0,.1,.3,
.1,.1,0,.3,.3,0,0,0,.3,.1,0,0,0,.3,.3,.3
,0,0,.1,.3,.3,.1,0,.3,.3,.1,.3,0,.1,.3,.
1,0,0,.1,.1,.1
1220 DATA 0,0,.3,0,0,0,0,.1,.1,.3,0,0,.1
,.1,.1,.3,0,.1,.3,.3,0,0,.3,.1,.1,.3,0,.
3,.1,.3,.3,0,.3,.3,.1,.1,0
1230 DATA .3,.3,.3,.3,.3,.1,.3,.3,.3,.3,
.1,.1,.3,.3,.3,.1,.1,.1,.3,.3,.1,.1,.1,.
1,.3,.1,.1,.1,.1,.1,.3,.1,.1,.1,.1,.3,.3
,.1,.1,.1,.3,.3,.3,.1,.1,.3,.3,.3,.3,.1
1240 DATA "._","_...","_._.","_..",".","
.._."
1250 DATA "_ _.","....","..",".___","_
._","._..","_ _"
1260 DATA "_.","_ _ _",".__ .","_ _._",
"._.","..."
1270 DATA "_",".._","..._",".__","_.._"
,"_.__","_ _.."
1280 DATA "_ _ _ _ _",".____","..__ _
_","..._ _"
1290 DATA "...._",".....","_....","_ _..
.","_ _ _..","_ _ _ _."
1300 RETURN
```

΄Εχουμε τώρα μια σειρά έξη προγραμμάτων που έχουν χωριστεί σε τρεις ανεξάρτητες ομάδες. Το βασικό θέμα των παιχνιδιών αυτών είναι η Θεωρία της Εξέλιξης από την πρώτη αμοιβάδα μέχρι και τον σημερινό άνθρωπο — όλη η μακρόχρονη ιστορία της επιβίωσης.

Εξέλιξη 1

Το πρώτο μέρος της Εξέλιξης 1 έχει έναν απλό μονοκύτταρο οργανισμό, που γυροφέρνει εδώ και εκεί προσπαθώντας να φάει τους μικροσκοπικούς σπόρους που υπάρχουν, ενώ αποφεύγει τους άλλους μονοκύτταρους οργανισμούς που θέλουν να τον φάνε. Ο παίκτης ελέγχει την κίνηση του οργανισμού.

Στο δεύτερο παιχνίδι ο παίκτης έχει εξελιχτεί σε βάτραχο (!) και πρέπει να πηδάει δεξιά και αριστερά αποφεύγοντας τα πεινασμένα πουλιά ενώ προσπαθεί να πιάσει τις μύγες που πετούν τυχαία πάνω από το κεφάλι του, με την μακριά του γλώσσα. Σαν επιβράβευση της προσπάθειας αυτής ο βάτραχος δεν παίρνει παραπάνω βαθμούς αλλά εξελίσσεται σε κάστορα. Ο κάστορας πρέπει κολυμπώντας να πιάσει ψάρια για να φάει αποφεύγοντας την ίδια στιγμή οποιαδήποτε επαφή με τον απαίσιο κάβουρα του βυθού.

```
10 REM EVOLUTION
20 REM PAUL STANLEY
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
40 DIM Y(6),X(6)
50 GOSUB 1490
60 A=0:WH=5
70 PEN 2:LOCATE 12,1:PRINT CHR$(24);"E V
 O L U T I O N";CHR$(24);:PEN 1
80 PEN 3:LOCATE 1,5:PRINT"This semi-scie
ntific series of routines gives you the
chance to evolve from an  amoeba to a hu
man based on the theory   that only the
strong survive.":PEN 1
```

```
90 PRINT:PRINT"This program goes from am
oeba to frog tobeaver.The next program g
oes from       gorilla to caveman.The fi
nal one of thistrio  involves  the  pres
ent  stage  of evolution.  Man and his t
echnology."
100 PEN 2:PRINT:PRINT"The intention is t
hat you should try thestages in the corr
ect order but after   each stage you are
 given a menu.":PEN 1
110 PEN 3:LOCATE 1,23:PRINT"         PRES
S ANY KEY TO CONTINUE":PEN 1
120 IF INKEY$<>"" THEN 120
130 IF INKEY$=""THEN 130 ELSE CLS
140 GOTO 260
150 PEN 2:LOCATE 12,1:PRINT CHR$(24);"E
V O L U T I O N";CHR$(24);:PEN 1
160 PRINT:PRINT:PRINT"
170 PEN 3:LOCATE 1,5:PRINT"The first sta
ge is as an amoeba";:PEN 2:PRINT CHR$(23
1);:PEN 3:PRINT"You have to eat 5 spores
 ";:PEN 1:PRINT CHR$(234);:PEN 3:PRINT"W
hile avoiding ";CHR$(24);CHR$(232);CHR$(
24);"   ";"and  ";:PRINT CHR$(24);CHR$(2
33);CHR$(24);
180 PEN 1
190 PEN 2:LOCATE 1,10:PRINT"This is also
 a battle against time,for  when the clo
ck at the top of the screen says 0,it me
ans that you have starved   because you
did not eat the spores in   time.":PEN 1
200 PRINT:PRINT:PRINT "  Use the cursor
keys to move around."
210 PRINT:PRINT:PRINT
220 PEN 2:LOCATE 1,22:PRINT CHR$(24);"
        PRESS ANY KEY TO START         ";
CHR$(24);:PEN 1
230 IF INKEY$<>"" THEN 230
240 IF INKEY$="" THEN 240 ELSE CLS:GOTO
320
250 A=0
260 SYMBOL AFTER 231
270 SYMBOL 231,120,132,180,178,129,153,8
5,51
```

```
280 SYMBOL 232,0,24,36,90,90,36,24,0
290 SYMBOL 233,0,73,42,28,127,28,42,73
300 SYMBOL 234,0,60,66,145,133,145,66,60
310 GOTO 150
320 BORDER 0:INK 0,0:INK 1,24:INK 2,20:I
NK 3,6:WINDOW #0,5,36,1,25:PAPER #0,0:PE
N #0,1:CLS #0
330 AY=15:AX=14:A$=CHR$(232)+CHR$(232)+C
HR$(233)+CHR$(233)+CHR$(234)+CHR$(234)
340 T=150:SC=0
350 FOR F=1 TO 6:Y(F)=INT(RND*22):X(F)=I
NT(RND*32):LOCATE X(F)+1,Y(F)+1:PRINT MI
D$(A$,F,1);:NEXT
360 PEN 3:LOCATE AX+1,AY+1:PRINT CHR$(23
1);:PEN 1
370 FOR F=1 TO 5 STEP 2:FOR I=F TO F+1
380 LOCATE X(I)+1,Y(I)+1:PRINT" ":Y(I)=I
NT(Y(I)+RND*2-RND*2):X(I)=INT(X(I)+RND*3
-RND*3)
390 IF F<5 THEN Y(I)=Y(I)-(Y(I)<AY)+(Y(I
)>AY):X(I)=X(I)-(X(I)<AX)+(X(I)>AX)
400 IF Y(I)<A OR Y(I)>21 THEN Y(I)=11
410 IF X(I)<A OR X(I)>31 THEN X(I)=15
420 LOCATE X(I)+1,Y(I)+1:PRINT MID$(A$,I
,1);
430 LOCATE AX+1,AY+1:PRINT" ";
440 AY=AY-(INKEY(2)=0 AND AY<21)+(INKEY(
0)=0 AND AY>A)
450 AX=AX-(INKEY(1)=0 AND AX<31)+(INKEY(
8)=0 AND AX>A)
460 PEN 2:T=T-1:LOCATE 12,1:PRINT "TIME:
"; T;:PEN 1:IF T=A THEN 560
470 LOCATE  AX+1,AY+1:CALL 360:KK=PEEK(3
67):IF KK=232 OR KK=233 THEN 560 ELSE IF
 KK=234 THEN 510
480 LOCATE AX+1,AY+1:PEN 3:PRINT CHR$(23
1);:PEN 1
490 NEXT I,F:GOTO 360
500 REM
510 LOCATE AX+1,AY+1:PRINT CHR$(231);:FO
R J=1 TO 25:SOUND 1,INT(RND*J+100),3:NEX
T J:FOR J=5 TO 6
520 IF AY=Y(J) AND AX=X(J) THEN WH=J
```

```
530 NEXT J:Y(WH)=INT(RND*22):X(WH)=INT(R
ND*32):LOCATE X(WH)+1,Y(WH)+1:PRINT A$(W
H);
540 SC=SC+1:IF SC<5 THEN 480
550 CLS:PEN 3:PRINT"Well done you surviv
ed the first
    stage of amoeba.":PEN 1:GOTO 1330
560 FOR G=1 TO 4:FOR F=1 TO 20:ENT 1,100
,-F,3:SOUND 1,170,3,7,1,1,0:NEXT F,G:CLS
:PRINT"Bad luck! You failed in the 1st s
tage of evolution.":GOTO 1330
570 STOP
580 BORDER 0:INK 0,0:INK 1,24:INK 2,20:I
NK 3,18:WINDOW #0,5,36,1,25:PAPER #0,0:P
EN #0,1:CLS #0
590 PEN 2:LOCATE 8,1:PRINT CHR$(24);"E V
 O L U T I O N";CHR$(24):PEN 1
600 PRINT:PRINT"          Frog stage."
610 LOCATE 1,5:PEN 3:PRINT"In this stage
 you have to catch flies on your tongue,
while      avoiding the birds which swoo
p  down to try and capture their   prey
- YOU!!":PEN 1
620 PRINT:PRINT"Use for controls:"
630 PEN 2:PRINT:PRINT"COPY...to stick yo
ur tongue out Left  arrow...to move left
      Right arrow...to move right":PEN 1
640 PEN 3:PRINT:PRINT"You have survived
this stage    when you have consumed 5
flies without falling prey to the     bi
rds.":PEN 1
650 LOCATE 1,24:PEN 2:PRINT CHR$(24);"
   PRESS ANY KEY TO START     ";CHR$(24)
;:PEN 1
660 IF INKEY$<>"" THEN 660
670 IF INKEY$="" THEN 670 ELSE CLS
680 RESTORE 690
690 SYMBOL 235,28,34,78,79,56,32,64,48
700 SYMBOL 236,56,68,114,242,28,4,2,12
710 SYMBOL 237,15,48,64,92,88,84,82,249
720 SYMBOL 238,240,12,2,58,26,42,74,159
730 SYMBOL 239,0,0,0,34,85,63,24,0
740 SYMBOL 240,0,0,0,63,127,143,1,15
750 SYMBOL 241,31,124,240,192,224,255,0,
0
```

```
760 X=15:Y(1)=INT(RND*6)+13:X(1)=0:Y(2)=
0:X(2)=30:Y(3)=Y(2):X(3)=X(2):F=0
770 PLOT 64,62:DRAWR 510,0,3
780 IF Y(1)<5 THEN Y(1)=5
790 LOCATE 16,1:PRINT F;:LOCATE X+1,20:P
EN 3:PRINT" ";CHR$(235);CHR$(236);" ";:L
OCATE X+1,21:PRINT" ";CHR$(237);CHR$(238
);" ";:PEN 1:LOCATE X(1)+1,Y(1)+1:PRINT
CHR$(239);
800 LOCATE X(3)+1,Y(3)+1:PRINT"  ";:LOCA
TE X(2)+1,Y(2)+1:PEN 2:PRINT CHR$(240);C
HR$(241);:PEN 1
810 Y(3)=Y(2):X(3)=X(2)
820 IF INKEY(9)=0 THEN GOSUB 910
830 IF INKEY$<>"" THEN SOUND 1,180,3:SOU
ND 1,120,3:SOUND 1,90,3
840 IF (X(2)=X+2 OR X(2)=X+1) AND Y(2)=1
8 THEN GOTO 970
850 IF Y(2)=18 THEN LOCATE X(2)+1,Y(2)+1
:PRINT"  ";:Y(2)=0:X(2)=X+12:IF X(2)>30
THEN X(2)=30
860 IF X(1)>29 THEN LOCATE X(1),Y(1):PRI
NT" ";:X(1)=0:Y(1)=INT(RND*6+13)
870 LOCATE X(1)+1,Y(1)+1:PRINT" ";:LOCAT
E X(2)+1,Y(2)+1:PRINT"  ";
880 Y(2)=Y(2)+2:X(2)=X(2)-(X(2)<X+1)+(X(
2)>X+1):Y(1)=Y(1)+INT(0.5+RND*2-RND*2):X
(1)=X(1)+INT(RND*1.5):IF Y(1)>20 THEN Y(
1)=14
890 X=X+(INKEY(8)=0 AND X>0)-(INKEY(1)=0
 AND X<28)
900 GOTO 780
910 PLOT X*16+92,88,3:DRAWR 0,114,3
920 SOUND 1,200,3:SOUND 1,120,3
930 PLOT X*16+92,88,0:DRAWR 0,114,0
940 IF X(1)=X+1 AND Y(1)<19 AND Y(1)>9 T
HEN F=F+1:LOCATE X(1)+1,Y(1)+1:PRINT " "
;:X(1)=0:Y(1)=INT(RND*6+13):SOUND 1,30,4
950 IF F=5 THEN CLS:FOR G=1 TO 3:FOR F=1
 TO 10:ENT 1,100,-F,3:SOUND 1,100,7,7,0,
1:NEXT F,G:PRINT:PRINT"Well done! You co
nsumed 5  fliesand can therefore evolve
to the next stage.":FOR ss=1 TO 1500:NEX
T:GOTO 1330
```

```
960 RETURN
970 FOR f=-10 TO 20:SOUND 1,(RND*f+100),
3:NEXT:CLS:PRINT:PRINT"You have been con
sumed and can  evolve no further.":FOR s
s=1 TO 2000:NEXT:GOTO 1330
980 WINDOW #0,5,36,1,25:BORDER 0:INK 0,1
1:INK 1,24:INK 2,0:INK 3,6:PAPER #0,0:PE
N #0,1
990 PEN 3:PRINT CHR$(24);"        E V O L
 U T I O N          ";CHR$(24);:PEN 1
1000 PEN 2:LOCATE 1,5:PRINT"You have  no
w  evolved  to  a   beaver. In this stag
e  you  haveto eat TEN  fish before you
are eaten by the patrolling crab.":PEN 1
1010 PRINT:PRINT"MOVE USING THE CURSOR K
EYS  and try to eat the fish before the
 fresh water crab does. Make sure"
1020 PEN 2:PRINT:PRINT"that you avoid th
e crab because if it comes into contact
with   you it will eat you and you wille
volve no further.":PEN 1
1030 PEN 3:LOCATE 1,21:PRINT CHR$(24);"
    PRESS ANY KEY TO START      ";CHR$(24
);:PEN 1
1040 IF INKEY$<>"" THEN 1040
1050 IF INKEY$="" THEN 1050 ELSE CLS
1060 SYMBOL 242,0,0,15,16,224,159,8,12
1070 SYMBOL 243,0,32,220,10,1,254,16,24
1080 SYMBOL 244,0,4,59,80,128,127,8,24
1090 SYMBOL 245,0,0,240,8,7,249,16,48
1100 SYMBOL 246,0,0,8,61,191,255,255,255
1110 SYMBOL 247,12,30,186,255,255,190,30
,12
1120 SYMBOL 248,195,60,255,126,235,66,16
5,165
1130 PEN 3:LOCATE 1,22:PRINT STRING$(32,
246);:PEN 1
1140 Y=20:X=15:Y1=Y:X1=X:F=5:G=0:F1=F:G1
=G
1150 A$=CHR$(242)+CHR$(243):FI=0:LOCATE
16,1:PRINT FI;
1160 IF RND>0.95 THEN LOCATE INT(RND*29)
+2,INT(RND*15)+6:PEN 3:PRINT CHR$(247);:
PEN 1
```

```
1170 LOCATE X+1,Y+1:CALL 360:KK=PEEK(367
):LOCATE X+2,Y+1:CALL 360:KY=PEEK(367)
1180 IF KK=247 OR KY=247 THEN SOUND 1,75
,3:FI=FI+1:LOCATE 16,1:PRINT FI;:IF FI=1
0 THEN LOCATE X1+1,Y1+1:PRINT"  ";:LOCAT
E X+1,Y+1:PEN 2:PRINT A$;:PEN 1:FOR FF=1
 TO 30:SOUND 1,INT(RND*FF+100),3:NEXT:GO
TO 1300
1190 LOCATE X1+1,Y1+1:PRINT"  ";:LOCATE
G1+1,F1+1:PRINT" ";:LOCATE X+1,Y+1:PEN 2
:PRINT A$;:PEN 1:LOCATE G+1,F+1:PRINT CH
R$(248);
1200 Y1=Y:X1=X:F1=F:G1=G
1210 IF F=Y THEN IF G=X OR G=X+1 THEN FO
R FF=1 TO 20 :SOUND 1,(FF*2+100),3:NEXT:
GOTO 1320
1220 IF INKEY(1)=0 THEN A$=CHR$(242)+CHR
$(243):X=X-2*(X<29)
1230 IF INKEY(8)=0 THEN A$=CHR$(244)+CHR
$(245):X=X+2*(X>1)
1240 IF INKEY(0)=0 THEN IF Y>5 THEN Y=Y-
1
1250 IF INKEY(2)=0 THEN Y=Y-(Y<20)
1260 F=INT(F+RND*1.5-RND*1.5-(F<Y)+(F>Y)
):G=G+1
1270 IF F<5 OR F>20 THEN F=-20*(F>20)-5*
(F<5)
1280 IF G=31 THEN G=0
1290 GOTO 1160
1300 CLS:PRINT:PRINT"Well done! You surv
ived as a    beaver and you can continue
 to  the next stage if you wish."
1310 GOTO 1330
1320 CLS:PRINT:PRINT"Bad luck! You can e
volve no morebecause you have been destr
oyed by the crab.":FOR ss=1 TO 1000:NEXT
:GOTO 1330
1330 PEN 3:PRINT:PRINT CHR$(24);"Press t
he key which corresponds to what you wan
t to do next.     ";CHR$(24);:PEN 1
1340 PEN 2:PRINT:PRINT"1....Amoeba stage
.":PEN 1
1350 PRINT:PRINT"2....Frog stage."
1360 PEN 3:PRINT:PRINT"3....Beaver stage
.":PEN 1
```

```
1370 PRINT:PRINT"4....Load stages 4&5"
1380 PEN 2:PRINT:PRINT"5....Exit from th
e program.":PEN 1
1390 IF INKEY$<>"" THEN 1390
1400 A$=INKEY$:IF A$="" THEN 1400
1410 IF A$<"1" OR A$>"5" THEN 1400
1420 IF A$="1" THEN CLS:RUN 320
1430 IF A$="2" THEN CLS:GOTO 580
1440 IF A$="3" THEN CLS:GOTO 980
1450 IF A$="4" THEN LOAD ""
1460 IF A$="5" THEN STOP
1470 GOTO 1390
1480 END
1490 RESTORE 1500:FOR X=360 TO 366:READ
AA:POKE X,AA:NEXT:RESTORE:RETURN
1500 DATA 205,96,187,50,111,1,201
10000 FOR x= 235 TO 241:PRINT CHR$(x);:N
EXT
```

Εξέλιξη 2

Στο πρώτο μέρος της Εξέλιξης 2 ο παίκτης παίζει τον ρόλο ενός... γορίλα. Ο γορίλας τριγυρνάει στο δάσος μαζεύοντας μπανάνες που πέφτουν κατά τύχη στο έδαφος. Αντίπαλος του γορίλα είναι ένας μικρός και πολύ γρήγορος πίθηκος που τρέχει εδώ και εκεί προσπαθώντας πρώτος να αρπάξει τις μπανάνες. Έτσι ο γορίλας έχει αρκετά έντονο συναγωνισμό και, παρά το μέγεθός του, πρέπει να είναι αρκετά γρήγορος για να προλάβει την άλλη μαϊμού.

Το άλλο κομμάτι του προγράμματος αυτού βάζει τον παίκτη στη θέση του Ουγκ, του ανθρώπου των σπηλαίων, που προσπαθεί να σκοτώσει τους αντιπάλους του, που εισβάλλουν στην περιοχή του από τις διπλανές σπηλιές. Ο Ουγκ έχει μόνο τόξα στη διάθεση του για να προστατεύσει τη σπηλιά του.

```
10 REM EVOLUTION
20 REM @ PAUL STANLEY
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,18:WINDOW #1,1,40,1,25:PAPER
#1,0:PEN #1,1:CLS #1
40 GOSUB 1290
50 PEN 3:PRINT CHR$(24);"           E V
O L U T I O N              ";CHR$(24);:PEN
 1
60 PEN 2:LOCATE 1,5:PRINT"If you have tr
ied the previous program  this  will  be
  the  4th  stage  in the evolution sequ
ence.":PEN 1
70 PEN 2:PRINT:PRINT"If  you  haven't  t
hen the object is to evolve as far as po
ssible in a role -  playing series of d
ifferent programs.":PEN 1
80 PEN 3:PRINT:PRINT"In  this  stage  yo
u play the part of a gorilla who compete
s against a smaller  monkey who is faste
r than you.":PEN 1
90 PRINT:PRINT"You have to eat six out o
f 40 bananas  which are placed in the f
orest in randompositions,but the monkey
likes bananas  as well ! !"
100 PEN 3:LOCATE 1,24: PRINT CHR$(24);"
       PRESS ANY KEY TO CONTINUE        "
;CHR$(24);:PEN 1
110 IF INKEY$<>"" THEN 110
```

```
120 IF INKEY$="" THEN 120 ELSE CLS
130 PEN 3:PRINT CHR$(24);"              E V
 O L U T I O N                ";CHR$(24);:PE
N 1
140 LOCATE 1,7:PEN 2:PRINT"MOVE WITH CUR
SOR ARROW KEYS, but note  that you cann
ot go through the trees."
150 PEN 1:PRINT:PRINT:PRINT"You pick up
a banana by aligning the tophalf of your
 body with the banana.":PEN 1
160 PEN 3:LOCATE 1,24: PRINT CHR$(24);"
       PRESS ANY KEY TO CONTINUE        "
;CHR$(24);:PEN 1
170 IF INKEY$<>"" THEN 170
180 IF INKEY$="" THEN 180 ELSE CLS:WINDO
W #0,5,36,1,25:PAPER #0,0:PEN #0,1:CLS #
0
190 SYMBOL AFTER 230
200 SYMBOL 231,64,99,101,41,63,31,13,7
210 SYMBOL 232,0,192,160,192,248,252,190
,231
220 SYMBOL 233,7,7,7,14,12,12,12,28
230 SYMBOL 234,227,224,224,112,48,48,48,
56
240 SYMBOL 235,2,2,6,14,28,56,240,0
250 SYMBOL 236,25,25,255,188,156,60,36,1
02
260 SYMBOL 237,8,60,126,254,255,127,126,
60
270 PEN 3:FOR F=0 TO 31:LOCATE F+1,1: PR
INT CHR$(237);:LOCATE F+1,21:PRINT CHR$(
237);:LOCATE F+1,2:PRINT CHR$(149);:LOCA
TE F+1,22:PRINT CHR$(149);:NEXT:PEN 1
280 PEN 3:FOR F=2 TO 18 STEP 2:LOCATE 1,
F+1:PRINT CHR$(237);CHR$(237);:LOCATE 31
,F+1:PRINT CHR$(237);CHR$(237);:LOCATE 1
,F+2:PRINT CHR$(149);CHR$(149);:LOCATE 3
1,F+2:PRINT CHR$(149);CHR$(149);:NEXT:PE
N 1
290 PEN 3:FOR F=1 TO 12:X=INT(RND*27+2):
Y=INT(RND*16+2):LOCATE X+1,Y+1:PRINT CHR
$(237);:LOCATE X+1,Y+2:PRINT CHR$(149);:
NEXT:PEN 1
300 G=2:F=2:G1=G:F1=F:Y=18:X=28:Y1=Y:X1=
X
```

```
310 B=40:S=0
320 BY=INT(RND*15+2):BX=INT(RND*26+2)
330 LOCATE BX+1,BY+1:CALL 360:KK=PEEK(36
7):IF KK<>32 THEN 320
340 LOCATE BX+1,BY+1:PRINT CHR$(235);
350 LOCATE 4,1:PRINT MID$(STR$(B),2);:LO
CATE 29,1:PRINT MID$(STR$(S),2);
360 LOCATE X1+1,Y1+1:PRINT"  ";:LOCATE X
1+1,Y1+2:PRINT"  ";:LOCATE X+1,Y+1:PRINT
 CHR$(231);CHR$(232);:LOCATE X+1,Y+2:PRI
NT CHR$(233);CHR$(234);:LOCATE G1+1,F1+1
:PEN 3:PRINT CHR$(MK);:PEN 1
370 LOCATE G+1,F+1:CALL 360:MK=PEEK(367)
:IF MK<>237 AND MK<>149 THEN MK=32
380 LOCATE G+1,F+1:PRINT CHR$(236);:LOCA
TE BX+1,BY+1:PRINT CHR$(235);
390 IF Y=BY THEN IF X=BX OR X+1=BX THEN
GOSUB 480
400 IF F=BY THEN IF G=BX THEN B=B-1:LOCA
TE 4,1:PRINT"  ";:LOCATE 4,1:PRINT MID$(
STR$(B),2);:SOUND 1,60,3:GOSUB 500
410 Y1=Y:X1=X
420 F1=F:G1=G
430 Y=Y-(INKEY(2)=0 AND Y<18)+(INKEY(0)=
0 AND Y>2):X=X-(INKEY(1)=0 AND X<28)+(IN
KEY(8)=0 AND X>2)
440 LOCATE X+1,Y+1:CALL 360:K(1)=PEEK(36
7):LOCATE X+1,Y+2:CALL 360:K(2)= PEEK(36
7):LOCATE X+2,Y+1:CALL 360:K(3)=PEEK(367
):LOCATE X+2,Y+2:CALL 360:K(4)=PEEK(367)
:FOR KK=1 TO 4:IF K(KK)=32 OR (K(KK)>230
 AND K(KK)<236) THEN NEXT KK ELSE Y=Y1:X
=X1
450 F=F-(F<BY)+(F>BY):G=G-(G<BX)+(G>BX)
460 REM
470 GOTO 360
480 S=S+1:B=B-1:LOCATE 4,1:PRINT"  ";:LO
CATE 4,1:PRINT MID$(STR$(B),2);:LOCATE 2
9,1:PRINT MID$(STR$(S),2);
490 SOUND 1,90,3
500 IF S=6 THEN 590
510 IF B=0 THEN 560
520 BY=INT(RND*15)+2:BX=INT(RND*26+2)
530 LOCATE BX+1,BY+1:CALL 360:KK=PEEK(36
7):IF KK<>32 THEN 520
```

```
540 LOCATE BX+1,BY+1:PRINT CHR$(235);
550 RETURN
560 CLS
570 PRINT:PRINT"Bad luck! You  are  not
 fast   enough to progress any  further
in  evolution."
580 GOTO 1200
590 CLS:PRINT:PRINT"Well done! You manag
ed to eat   the bananas before you starv
ed  and therefore you can proceed tothe
next stage."
600 GOTO 1200
610 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #
0,1:CLS #0:PRINT:PEN 2:PRINT"The object
here is to stop othercavemen from attack
ing your      cave.":PEN 1
620 PEN 3:PRINT:PRINT"Your cave is in th
e middle of   eight  others and from any
 of   these can come rivals who are   pr
epared to kill you in order   to steal y
our property.":PEN 1
630 PRINT:PRINT"You can spin round with
the leftand right cursor keys and throw
a spear with the spacebar.  You have suc
cessfully defended your cave when 30 att
acks have been  made. However, you are g
iven 3  lives to make your task easier."
640 LOCATE 5,24:PRINT CHR$(24);"PRESS AN
Y KEY TO START";CHR$(24);
650 IF INKEY$<>"" THEN 650
660 IF INKEY$="" THEN 660 ELSE CLS
670 SYMBOL 239,8,28,8,8,8,8,8,8
680 SYMBOL 240,0,6,6,8,16,32,64,0
690 SYMBOL 241,0,0,2,255,2,0,0,0
700 SYMBOL 242,0,64,32,16,8,6,6,0
710 SYMBOL 243,8,8,8,8,8,8,28,8
720 SYMBOL 244,0,2,4,8,16,96,96,0
730 SYMBOL 245,0,0,64,255,64,0,0,0
740 SYMBOL 246,0,96,96,16,8,4,2,0
750 SYMBOL 247,28,28,8,62,8,28,20,20
760 Q=1
770 RESTORE 780:PEN 3:FOR Z=1 TO 40:READ
 Y,X:LOCATE X,Y:PRINT CHR$(238);:NEXT Z:
PEN 1
```

```
780 DATA 2,6,2,8,2,15,2,17,2,24,2,26,3,6
,3,7,3,15,3,17,3,25,3,26,9,15,9,17,10,1,
10,2,10,14,10,18,10,30,10,31,12,1,12,2,1
2,14,12,18,12,30,12,31,13,15,13,17,21,4,
21,5,21,15,21,17,21,26,21,27,22,4,22,6,2
2,15,22,17,22,26,22,28
790 LOCATE 2,1:PEN 2:PRINT"LIVES: ";CHR$
(247);CHR$(247);
800 A$="":FOR KK=239 TO 246:A$=A$+CHR$(K
K):NEXT:C=0:A=1:S=0
810 K=0
820 LOCATE 22,1:PEN 2:PRINT"ATTEMPTS:";M
ID$(STR$(C),2);:PEN 1:IF C=30 THEN 1170
830 KK=INT(RND*8)+1:ON KK GOSUB 970,980,
990,1000,1010,1020,1030,1040
840 REM
850 LOCATE X+1,Y+1:PRINT" ";:Y=Y+DY:X=X+
DX:LOCATE X+1,Y+1:PRINT CHR$(247);
860 FOR rx=1 TO 2
870 LOCATE 16,11:PRINT MID$(A$,A,1);
880 IF Y=10 THEN IF X=15 THEN 1130
890 IF S<>0 THEN LOCATE G+1,F+1:PRINT" "
;: F=F+DY2:G=G+DX2:F=-(F<1)-21*(F>21)-F*
(F>=1 AND F<=21):G=-(G<1)-31*(G>31)-G*(G
>=1 AND G<=31):LOCATE G+1,F+1:PRINT B$
900 IF S<>0 THEN IF (F=Y AND X=G) OR (F+
DY2=Y AND G+DX2=X) THEN LOCATE G+1,F+1:P
RINT" ";:LOCATE X+1,Y+1:PRINT" ";:S=0:C=
C+1:GOTO 820
910 SOUND 1,100-Y+X,3
920 IF INKEY(47)=0 THEN IF S=0 THEN B$=M
ID$(A$,A,1):F=10:G=15:S=1:ON A GOSUB 105
0,1060,1070,1080,1090,1100,1110,1120
930 A=A-(INKEY(1)=0 AND A<8)+7*(INKEY(1)
=0 AND A=8)+(INKEY(8)=0 AND A>1)-7*(INKE
Y(8)=0 AND A=1)
940 IF INKEY(47)=0 THEN IF S=0 THEN B$=M
ID$(A$,A,1):F=10:G=15:S=1:ON A GOSUB 105
0,1060,1070,1080,1090,1100,1110,1120
950 FOR ZZ=1 TO 20:NEXT:SOUND 1,30,2

960 NEXT rx:GOTO 840
970 Y=Q:X=6:DY=Q:DX=Q:RETURN
980 Y=Q:X=15:DY=Q:DX=0:RETURN
```

```
990 Y=Q:X=24:DY=Q:DX=-Q:RETURN
1000 Y=10:X=31:DY=0:DX=-Q:RETURN
1010 Y=21:X=26:DY=-Q:DX=-Q:RETURN
1020 Y=21:X=15:DY=-Q:DX=0:RETURN
1030 Y=21:X=4:DY=-Q:DX=Q:RETURN
1040 Y=10:X=0:DY=0:DX=Q:RETURN
1050 DY2=-1:DX2=0:RETURN
1060 DY2=-1:DX2=1:RETURN
1070 DY2=0:DX2=1:RETURN
1080 DY2=1:DX2=1:RETURN
1090 DY2=1:DX2=0:RETURN
1100 DY2=1:DX2=-1:RETURN
1110 DY2=0:DX2=-1:RETURN
1120 DY2=-1:DX2=-1:RETURN
1130 LOCATE G+1,F+1:PRINT" ";:LOCATE X+1
,Y+1:PRINT CHR$(248);:FOR FF=1 TO 20:SOU
ND 1,75,1:NEXT:LOCATE X+1,Y+1:PRINT MID$
(A$,A,1);:K=K+1:LOCATE K+8,1:PRINT" ";
1140 IF K=3 THEN 1190
1150 S=0
1160 GOTO 820
1170 CLS:PRINT"Well done! Defending your
 cave  was not easy, but you did very  w
ell and you can evolve further if you wi
sh to."
1180 GOTO 1200
1190 CLS:PRINT"Bad luck! You failed in y
our     attempt to defend your cave."
1200 PEN 2: PRINT:PRINT:PRINT CHR$(24);"
Press the key which corresponds to what
you want to do next.     ";CHR$(24);:PEN
1
1210 PEN 3:PRINT:PRINT"1...Start the gor
illa stage.":PEN 1:PRINT:PRINT:PRINT"2..
.Start the caveman stage.":PEN 2:PRINT:P
RINT:PRINT"3...Load the 6th stage.":PEN
1:PRINT:PRINT:PRINT"4...Exit from the pr
ogram."
1220 IF INKEY$<>"" THEN 1220
1230 X$=INKEY$:IF X$="" THEN 1230
1240 IF X$="1" THEN CLS:GOTO 270
1250 IF X$="2" THEN CLS:GOTO 610
1260 IF X$="3" THEN LOAD ""
1270 IF X$="4" THEN STOP
```

```
1280 GOTO 1230
1290 RESTORE 1300:FOR XX=360 TO 366:READ
 AA:POKE XX,AA:NEXT:RESTORE:RETURN
1300 DATA 205,96,187,50,111,1,201
1310 FOR X = 239 TO 247:PRINT X;CHR$(X),
:NEXT
1320 GOTO 1320
1330 INPUT F:F=-F*(F>0)-1*(F<=0):PRINT F
:GOTO 1330
```

Εξέλιξη 3

Το τελευταίο παιχνίδι της σειράς, Εξέλιξη 3, είναι η λογική συνέχεια των προσπαθειών σου στα προηγούμενα παιχνίδια. Στη θέση του ηγέτη μιας υπερδύναμης, πρέπει να καταστρέψεις τις πρωτεύουσες των εχθρών σου πριν προλάβουν αυτοί να καταστρέψουν τη δική σου. Για να γίνει αυτό πρέπει να προγραμματίσεις την πορεία των πυραύλων σου με μια σειρά κωδικών, καθώς οι εχθρικοί πύραυλοι έρχονται προς το μέρος σου. Η οθόνη δείχνει έναν παγκόσμιο χάρτη πάνω στον οποίο φαίνονται οι πορείες των πυραύλων. Ευκαιρία να μάθει κανείς πώς νοιώθει ο Πρόεδρος των ΗΠΑ ή ο Ηγέτης της ΕΣΣΔ.

```
10 REM EVOLUTION THREE
20 REM PAUL STANLEY
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
40 C$=STRING$(50,32)
50 SYMBOL AFTER 230
60 SYMBOL 231,0,8,28,8,8,62,0,0
70 SYMBOL 232,0,32,36,62,36,32,0,0
80 SYMBOL 233,0,62,8,8,28,8,0,0
90 SYMBOL 234,0,2,18,62,18,2,0,0
100 SYMBOL 235,128,128,128,128,128,128,1
28,255
110 SYMBOL 236,128,128,156,156,128,128,2
55
120 SYMBOL 237,127,127,127,127,127,127,1
27,0
130 SYMBOL 238,240,240,240,240,240,240,2
40,240
140 SYMBOL 239,255,255,255,255,255,255,2
55,255
150 SYMBOL 240,0,0,0,0,255,255,255,255
160 GOSUB 1380
170 DATA "LONDON",8,13,"MOSCOW",5,24,"BO
NN",7,17,"WASHINGTON",8,3,"BRASILIA",17,
4,"TOKYO",9,28,"RIYADH",12,17,"CANBERRA"
,18,29,"PEKING",9,25,"PRETORIA",17,14
180 PEN 2:PRINT CHR$(24);"           E
V O L U T I O N           ";CHR$(24);:PE
N 1
```

```
190 PEN 3:PRINT:PRINT"This is the 3rd an
d the final section inthe series of evol
ution programs.":PEN 1
200 PRINT:PRINT"This one involves a nucl
ear war, where  you can play the part of
 P.M of any of  TEN superpowers which ma
y exist  in 2002(the year in which this
war takes place)"
210 PEN 3:PRINT:PRINT"The object is to p
rogram cruise missilesto home in on the
enemies' capitals.":PEN 1
220 PEN 2:PRINT:PRINT"In 2002 the world
is not very different from the previous
 20 years, apart from some superpowers e
xisting. South Americahas  been  over-ru
n  by  Brazil  and itscapital city is Br
asillia.":PEN 1
230 PRINT"Japan has become a powerful na
tion and  the Arabs have a fighting nati
on based  around Riyadh. Also Australia
and South Africa are superpowers."
240 LOCATE 1,25:PEN 2:PRINT CHR$(24);"
      PRESS ANY KEY TO CONTINUE        ";
CHR$(24);:PEN 1
250 IF INKEY$<>"" THEN 250
260 IF INKEY$="" THEN 260 ELSE CLS
270 PEN 2:PRINT CHR$(24);"            E
V O L U T I O N            ";CHR$(24);:PE
N 1
280 PEN 3:PRINT:PRINT:PRINT"The way you
program your missiles is by compass dire
ctions (ie N,S,W and E).    The world ma
p is divided into squares,  and each ste
p of the program moves the  missile one
square.":PEN 1
290 PEN 2:PRINT:PRINT"For example <NNEES
> moves the missile 2 squares up, 2 righ
t and 1 down.          If the missile goe
s off the screen at   any side it will a
ppear on the opposite side.":PEN 1
300 PRINT:PRINT"THE RED SQUARE IS YOUR T
ARGET."
```

```
310 PEN 3:PRINT:PRINT"You must enter you
r program as quickly  as possible.When i
t is ready press [F]  to launch a missil
e.":PEN 1
320 LOCATE 1,25:PEN 2:PRINT CHR$(24);"
      PRESS ANY KEY TO CONTINUE       ";
CHR$(24);:PEN 1
330 IF INKEY$<>"" THEN 330
340 IF INKEY$="" THEN 340 ELSE CLS
350 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #
0,1:CLS #0
360 PEN 2:LOCATE 1,20:PRINT CHR$(20);:LO
CATE 1,20:PRINT "ENTER A SKILL LEVEL (10
-100).     10 IS THE HARDEST:";:INPUT SK$
:IF SK$="" THEN 360 ELSE SK=VAL(SK$)
370 IF SK<10 OR SK>100 THEN 360
380 F$=STRING$(10,32)
390 CLS:PEN 3:LOCATE 1,7:RESTORE 170:FOR
 F=1 TO 10:READ A$,Y,X:PRINT A$,:NEXT:PE
N 1:LOCATE 1,18:PRINT"IN WHICH CAPITAL D
O YOU WANT TO BE P.M.? (YOU ONLY NEED TO
 TYPE THE FIRST 2 CHARACTERS.)         "
400 LOCATE 1,21:PRINT CHR$(18);:LOCATE 1
,21:INPUT A$:IF A$="" THEN 400 ELSE A$=U
PPER$(A$)
410 IF LEN (A$)<2 THEN 400
420 RESTORE 170:FOR F=1 TO 10:READ BB$,Y
Y,XX:IF MID$(BB$,1,2)=MID$(A$,1,2) THEN
B$=BB$:Y=YY:X=XX:FX=F
430 NEXT F
440 IF B$="" THEN 400
450 IF MID$(B$,1,2)<>MID$(A$,1,2) THEN G
OTO 400
460 V=Y:U=X:E$=CHR$(231):MID$(F$,FX,1)="
X"
470 RESTORE 170
480 I=INT(RND*10)+1:IF MID$(F$,I,1)<>"X"
 THEN FOR F=1 TO I:READ B$,Y2,X2:NEXT F:
GOTO 500
490 GOTO 480
500 CLS:GOSUB 1460
510 PEN 3:LOCATE X2+1,Y2+1:PRINT CHR$(14
3);:PEN 1:LOCATE X+1,Y+1:PRINT CHR$(24);
CHR$(236);CHR$(24);:Y1=Y2:X1=X2:D$=CHR$(
231)
```

```
520 C=1
530 C$=STRING$(50,32):LOCATE 1,23:PEN 3:
PRINT CHR$(24);" ENTER PROGRAM AFTER THE
 TONE.  ";CHR$(24);:PEN 1
540 FOR F=1 TO 300:NEXT F:LOCATE 1, 22:P
RINT CHR$(18);:SOUND 1,200,50,3,5
550 C1=C
560 REM PATH INPUT
570 O$="":FOR F=1 TO SK:IF O$="" THEN O$
=INKEY$:O$=UPPER$(O$)
580 NEXT F
590 IF O$="N" THEN MID$(C$,C,1)="N":C=C+
1
600 IF O$="S" THEN MID$(C$,C,1)="S":C=C+
1
610 IF O$="W" THEN MID$(C$,C,1)="W":C=C+
1
620 IF O$="E" THEN MID$(C$,C,1)="E":C=C+
1
630 IF O$="F" OR C=51 THEN LOCATE 1,22:P
RINT CHR$(18);:LOCATE 1,22::SOUND 1,160,
40,5,3:GOTO 790
640 IF C1=C THEN GOSUB 690:GOTO 550
650  LOCATE -(C-1)*(C<=32)-(C-32)*(C>=32
),22:PRINT MID$(C$,C-1,1)
660 IF C=32 THEN LOCATE 1,22:PRINT SPACE
$(64)
670 SOUND 1,90,3
680 GOTO 550
690 LOCATE X1+1,Y1+1:PRINT CHR$(22);CHR$
(1);D$;CHR$(22);CHR$(0);:LOCATE X2+1,Y2+
1:PEN 3:PRINT CHR$(143);:PEN 1
700 IF Y1<Y THEN Y1=Y1+1:D$=CHR$(233)
710 IF Y1>Y THEN Y1=Y1-1:D$=CHR$(231)
720 IF X1<X THEN X1=X1+1:D$=CHR$(232)
730 IF X1>X THEN X1=X1-1:D$=CHR$(234)
740 LOCATE X1+1,Y1+1:PRINT CHR$(22);CHR$
(1);D$;CHR$(22);CHR$(0);
750 IF Y1=Y THEN IF X1=X THEN 1020
760 SOUND 1,120,3:SOUND 1,180,3
770  FOR F=1 TO 500:NEXT
780 RETURN
790 C=1
800 LOCATE U+1,V+1:PRINT CHR$(22);CHR$(1
);E$;CHR$(22);CHR$(0);
```

```
810 FOR F=1 TO 3:LOCATE X+1,Y+1:PRINT CH
R$(236);:LOCATE U+1,V+1:PRINT CHR$(22);C
HR$(1);E$;CHR$(22);CHR$(0);
820 V=V-(MID$(C$,C,1)="S")+(MID$(C$,C,1)
="N"):U=U-(MID$(C$,C,1)="E")+(MID$(C$,C,
1)="W")
830 E$="":IF MID$(C$,C,1)="S" THEN E$=E$
+CHR$(233)
840 IF MID$(C$,C,1)="N" THEN E$=E$+CHR$(
231)
850 IF MID$(C$,C,1)="E" THEN E$=E$+CHR$(
232)
860 IF MID$(C$,C,1)="W" THEN E$=E$+CHR$(
234)
870 IF V=-1 THEN V=20
880 IF V=21 THEN V=0
890 IF U=-1 THEN U=31
900 IF U=32 THEN U=0
910 IF V=Y2 THEN  IF U=X2  THEN GOTO 123
0
920 LOCATE U+1,V+1:PRINT E$;
930 C=C+1:IF C<51 THEN IF MID$(C$,C,1)<>
"N" AND MID$(C$,C,1)<>"W" AND MID$(C$,C,
1)<>"E" AND MID$(C$,C,1)<>"S" THEN C=1:G
OTO 990
940 IF C=51 THEN GOTO 990
950 FOR IX=10 TO 20:SOUND 1,(IX*3),3:NEX
T
960 NEXT F
970 GOSUB 690
980 GOTO 810
990 LOCATE U+1,V+1:PRINT E$;
1000 C=1:V=Y:U=X
1010 GOTO 530
1020 LOCATE 1,22:PRINT CHR$(20);:LOCATE
1,23:PEN 3:PRINT CHR$(24);"     YOU HAVE
BEEN DESTROYED      ";CHR$(24);:PEN 1
1030 IF INKEY$<>"" THEN 1030
1040 FOR F=1 TO 20:LOCATE X+1,Y+1:PRINT
CHR$(143);:SOUND 1,(F*4),3:NEXT:LOCATE 1
,24:INPUT"WANT ANOTHER GO? (Y/N)";F$:F$=
UPPER$(F$)
1050 IF LEFT$(F$,1)="N" THEN STOP
1060 LOCATE 1,23:PRINT CHR$(20);
```

```
1070 GOSUB 1460
1080 SC=1
1090 LOCATE 1,23:PRINT CHR$(18);
1100 LOCATE 1,23:PRINT CHR$(18);:LOCATE
1,23:INPUT "ENTER SKILL LEVEL(10-100)";S
K$:IF SK$="" THEN 1100
1110 SK=VAL(SK$)
1120 IF SK<10 OR SK>100 THEN 1100
1130 REM
1140 LOCATE 1,23:PRINT CHR$(18);:LOCATE
1,23:INPUT "WANT TO SEE THE NAMES   ";F$
:F$=UPPER$(F$):IF LEFT$(F$,1)="N" THEN G
OTO 1160
1150 RESTORE 170:LOCATE 1,23:PRINT CHR$(
18);:FOR F=1 TO 10:SOUND 1,(F*12),3:READ
 F$,Y,X:LOCATE 1,23:PRINT F$;"         ";
:FOR YZ=1 TO 300:NEXT YZ,F
1160 F$=STRING$(10,32)
1170 LOCATE 1,23:PRINT CHR$(18);:LOCATE
1,23:INPUT "WHICH CAPITAL";A$:IF LEN (A$
)<2 THEN 1170 ELSE A$=UPPER$(A$)
1180 RESTORE 170:FOR F=1 TO 10:READ B$,Y
,X:IF MID$(B$,1,2)<> MID$(A$,1,2) THEN N
EXT F:GOTO 1170
1190 MID$(F$,F,1)="X"
1200 C=1:C$="":V=Y:U=X
1210 I=INT(RND*10)+1:IF MID$(F$,I,1)<>"X
" THEN RESTORE 170:FOR F=1 TO I:READ B$,
Y2,X2:NEXT:MID$(F$,I,1)="X":GOTO 510
1220 GOTO 1210
1230 SC=SC+1:MID$(F$,I,1)="X":LOCATE 1,2
3:PRINT CHR$(18);:LOCATE 1,23:PEN 2:PRIN
T B$;" HAS BEEN DESTROYED":PEN 1:FOR F=1
 TO 4:FOR S=7 TO 0 STEP -1:LOCATE X2+1,Y
2+1:PRINT CHR$(143);:SOUND 1,(S*10+F*2),
3:NEXT S,F
1240 LOCATE 1,23:PRINT CHR$(18);:IF F$="
XXXXXXXXXX" THEN 1310
1250 GOSUB 1480
1260 I=INT(RND*10)+1:IF MID$(F$,I,1)="X"
 THEN 1260
1270 ' LOCATE X1+1,Y1+1:PRINT D$;
1280 C=1:C$="":V=Y:U=X:RESTORE 170:FOR F
=1 TO I:READ B$,Y2,X2:NEXT:LOCATE X2+1,Y
2+1:PEN 3 :PRINT CHR$(143);:Y1=Y2:X1=X2
```

```
1290 LOCATE 32,22:PRINT" ";
1300 GOTO 530
1310 LOCATE X2+1,Y2+1:PRINT CHR$(235);:L
OCATE 1,22:PRINT SPACE$(32);
1320 PEN 3:LOCATE 1,10:PRINT CHR$(24);"
       CONGRATULATIONS          ";CHR$(24
);:PEN 1:PRINT CHR$(24);"  YOU NOW RULE
THE WHOLE WORLD. ";CHR$(24);
1330 FOR F=1 TO 3:FOR G=12 TO 20 STEP 2:
SOUND 1,(F*2+G*3),3:NEXT G,F
1340 LOCATE 1,23:PEN 2:PRINT CHR$(24);"
  PRESS ANY KEY TO TRY AGAIN   ";CHR$(24
);:PEN 1
1350 IF INKEY$<>"" THEN 1350
1360 IF INKEY$="" THEN 1360 ELSE GOSUB 1
460:LOCATE 1,22:PRINT SPACE$(64);:GOTO 1
100
1370 STOP
1380 REM MAP
1390 CLS:PEN 1:LOCATE 12,11:PRINT CHR$(2
4);"10 SECONDS TO GO";CHR$(24)
1400 XN=1
1410 A$="EEEEEEGGGGGEEEEEEEEEGGGEGEEEEEE
EEEEEEEGGGGGEEEEEEEGGGGGGGGGGEEEEEEEEEEE
GGGEEEEEGGGGGGGGGGGGGGGGGEGGEEEEGEEEEEG
GGGGGGGGGGGGGGGGGGEGGEEEEEEEGEEEEGGGGGG
GGGGGGEEEGGGGGEEEEEEEEEEEGGGGGGGGGGGGEE
E":GOSUB 1500
1420 A$="GGGGGGEEEEEEEEEGGGGGGGGGGGGGEE
EGGGGGGEEEEEEHIEGGGGGGGGGGGGGGEEGGGGEEE
EEEEEEGEGGGGGGGGGGGGEEEEEGGGEEEEEEEEEEEG
GGGGGGGGGGGEGEEEGGGEEEEEEEEEEGGGGGGGGGG
GGGGEGEEEGEGEEEEEEEEEEGGEGGGGGGGGEEEEEEEE
EGEEEEEEEEEEEJJJEGGEEGGEEGEEEGEEEGG":GOS
UB 1500
1430 A$="EEEEEEEEEGGGGGEGEEEGEEEEGEEGEE"
:GOSUB 1500
1440 A$="EGGGGEEEEEGGGGGGEEEEEEEEEEEEEE
EEEGGGGEEEEEGGGGGGEEEEEEEEEGEEEEEEEGGGGGE
EEEEEEGGGGEEEEEEEEGGGGGGEEEEGGGGEEEEEEEEGG
GEGEEEEEEGGGGGGGGEEEEGGEEEEEEEEEGGGEEEEEEEE
EGGGGGGEEEEEGGEEEEEEEEEEGEEEEEEEEEEGEEEGGE
EEEEGEEEEEEEEEEEEEEEEEEEEEEEEEEEE":GOSUB
 1500
```

```
1450 SOUND 1,100,5:CLS:RETURN
1460 PEN 2:LOCATE 1,1:FOR XN=1 TO 4:PRIN
T A$(XN);:NEXT:PEN 1
1470 PLOT 574,64,2:DRAWR 0,334,2:DRAWR W
*2-508,0,2
1480 RESTORE 170:FOR F=1 TO 10:READ A$,B
,A:LOCATE A+1,B+1:PRINT CHR$(236);:NEXT:
RETURN
1490 END
1500 FOR XM=1 TO LEN(A$):IF MID$(A$,XM,1
)=" " THEN A$(XN)=A$(XN)+ " "ELSE A$(XN)
=A$(XN)+CHR$(166+ASC(MID$(A$,XM,1)))
1510 NEXT:XN=XN+1:RETURN
```

Γαλαξιακοί

Σαν διοικητής της τελευταίας βάσης λέιζερ στον κόσμο πρέπει να προστατεύσεις ό,τι έχει μείνει από την Αυτοκρατορία της Γης. Ο Στόλος των Εξωγήϊνων σε έχει βάλει στο μάτι και αλλεπάλληλα σμήνη UFO κατευθύνονται κατά πάνω σου. Μερικά πετούν ευθεία πάνω σου εξαπολύοντας θανατηφόρες ακτίνες, ενώ άλλα κάθονται ψηλά και ρίχνουν βόμβες που πρέπει να αποφύγεις. Αν καταφέρεις να διαλύσεις τον ένα στόλο, δεν υπάρχει πρόβλημα: θα εμφανιστεί αμέσως ένας άλλος! Μοναδικός σκοπός σου να καταστρέψεις όσο πιο πολλά UFO μπορείς, πριν αυτά καταστρέψουν εσένα.

```
10 REM GALAXIANS.
20 REM PAUL STANLEY.
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:CLS #1
40 GOSUB 810
50 GOSUB 900
60 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
70 X=15:SC=0:L=3:M=INT(RND*18):G=3:H=INT
(RND*18)
80 AA$=CHR$(231)+CHR$(232):BB$=CHR$(233)
+CHR$(234)
90 A$=" "+AA$+" "+AA$+" "+AA$+" "+AA$+"
"+AA$+" "+AA$+" ":B$=" "+BB$+" "+BB$+" "
+BB$+" "+BB$+" "+BB$+" "+BB$+" ":C$=STRI
NG$(19,32)
100 D$=" "+CHR$(235)+CHR$(236)+" "+CHR$(
235)+CHR$(236)+" "
110 DIR=1:Y=0
120 HIT=0
130 LOCATE 17,1:PEN 3:PRINT CHR$(24);"HI
GH SCORE:";CHR$(24);:PEN 2:PRINT HS;:PEN
 1
140 LOCATE Y+1,3:PEN 2:PRINT A$;:PEN 1
150 FOR ZZ=1 TO 2:SOUND 2,10*ZZ,3:SOUND
3,+20*ZZ,3:SOUND 1,ZZ*30,4:NEXT ZZ
160 LOCATE Y+1,3:PEN 2:PRINT B$;:PEN 1
170 SOUND 1,180,3:SOUND 2,120,3:SOUND 3,
90,3
180 X=X-2*(INKEY(1)=0 AND X<25)+2*(INKEY
(8)=0 AND X>1)
```

```
190 LOCATE X+1,22:PRINT"  ";CHR$(244);CH
R$(237);"  ";
200 IF INKEY(47)=0 THEN GOSUB 330:LOCATE
 1,1:PRINT CHR$(24);"SCORE:";CHR$(24);:P
EN 2:PRINT SC;:PEN 1
210 Y=Y+DIR
220 IF Y=0 OR Y=13 THEN DIR=-DIR
230 LOCATE M+1,L+1:PRINT"        ";
240 L=L+1:M=M+RND*4-RND*4
250 IF L=21 THEN L=3:D$=" "+CHR$(235)+CH
R$(236)+" "+CHR$(235)+CHR$(236)+" "
260 IF M>25 THEN M=12
270 IF M<0 THEN M=12
280 LOCATE M+1,L+1:PEN 2:PRINT D$;:PEN 1
290 LOCATE H+1,G+1:PRINT "  ";
300 G=G+3:PEN 3:LOCATE H+1,G+1:PRINT CHR
$(242);CHR$(243);:IF G=21 THEN G=3:LOCAT
E H+1,22:PRINT"  ";:PEN 1:H1=H:H=INT(RND
*17)+1:IF H=X+3 OR H1=X+2 OR H1=X+1 THEN
 GOTO 710
310 IF RND>0.8 THEN IF D$<>"       " THE
N GOSUB 580
320 GOTO 140
330 IF TEST(((X*8+23)*2+64),(((21-L)*8+4
)*2+48))=2 THEN GOTO 420
340 IF TEST (((X*8+23)*2+64),156*2+48)=2
 THEN HIT =1
350 PLOT ((X*8+23)*2+64),8*2+48,3:DRAWR
0,292,3
360 SOUND 1,90,3
370 PLOT ((X*8+23)*2+64),8*2+48,0:DRAWR
0,292,0
380 IF HIT =1 THEN MID$(A$,X+2-Y,X+4-Y)=
"   ":MID$(B$,X+2-Y,X+4-Y)="   ":SC=SC+1
0:LOCATE X+2,3:PRINT STRING$(3,238);:FOR
 F=0 TO 40 STEP 5:SOUND 1,F+10*2,3:NEXT:
LOCATE X+2,3:PRINT"   ";
390 HIT=0
400 IF A$=C$ THEN 480
410 RETURN
420 IF G=L THEN IF H=X+1 OR H=X+2 THEN R
ETURN
430 PLOT ((X*8+23)*2+64),8*2+48,3:DRAWR
0,((21-L)*8-8)*2,3
```

```
440 SOUND 2,190,3:SOUND 1,90,3
450 PLOT ((X*8+23)*2+64),8*2+48,0:DRAWR
0,((21-L)*8-8)*2,0
460 MID$(D$,X+2-M,X+4-M)="   ":SC=SC+20:
LOCATE X+2,L+1:PRINT STRING$(3,238);:FOR
 F=0 TO 40 STEP 5:SOUND 1,F+10*2,3:NEXT:
LOCATE X+2,L+1:PRINT"   ";
470 RETURN
480 FOR F=0 TO 15
490 LOCATE F+1,8:PRINT" ";CHR$(239);CHR$
(240);CHR$(241);
500 IF F=0 OR F=3 OR F=6 OR F=9 OR F=12
OR F=15 THEN FOR I=6 TO 2 STEP -2:LOCATE
 F+2,I+1:PEN 2:PRINT CHR$(231);CHR$(232)
;:SOUND 1,50+10*I,3:PEN 0:LOCATE F+2,I+1
:PRINT CHR$(231);CHR$(232);:NEXT I:PEN 2
:LOCATE F+2,3:PRINT CHR$(231);CHR$(232);
:PEN 1
510 NEXT F
520 FOR F=14 TO 26 STEP 2
530 SOUND 1,F*2,3
540 LOCATE F+1,8:PRINT"  ";CHR$(238);CHR
$(239);CHR$(240);
550 NEXT F
560 LOCATE 29,8:PRINT"    ";
570 GOTO 90
580 IF MID$(D$,2,1)<>CHR$(235) THEN 650
590 PLOT (M*8+16)*2+64,((20-L)*8-1)*2+64
,1
600 DRAWR 0,(9-(20-L)*8)*2,1
610 FOR F=20 TO 25:SOUND 1,F*2,3:NEXT
620 PLOT (M*8+16)*2+64,((20-L)*8-1)*2+64
,0:DRAWR 0,(9-(20-L)*8)*2,0
630 IF TEST(((M*8+16)*2+64),56) THEN 710
640 RETURN
650 IF G=L AND H=X+2 OR H=X+1 THEN RETUR
N
660 PLOT (M*8+36)*2+64,((20-L)*8-1)*2+64
,1: DRAWR 0,(9-(20-L)*8)*2,1
670 FOR F=20 TO 25:SOUND 1,F*2,3:NEXT
680 PLOT (M*8+36)*2+64,((20-L)*8-1)*2+64
,0: DRAWR 0,(9-(20-L)*8)*2,0
690 IF TEST(((M*8+36)*2+64),56) THEN 710
```

```
700 RETURN
710 FOR F=1 TO 15
720 LOCATE X+3,22:PRINT CHR$(238);CHR$(2
38);
730 SOUND 1,F*2+30,3
740 NEXT
750 LOCATE X+3,22:PRINT"  ";
760 IF SC>HS THEN HS=SC
770 LOCATE 9,11:PEN 3:PRINT CHR$(24);"G
A M E  O V E R";CHR$(24);:PEN 1:LOCATE 3
,19:PRINT CHR$(24);"PRESS ANY KEY TO PLA
Y AGAIN";CHR$(24);:PEN 1
780 IF INKEY$<>"" THEN 780
790 IF INKEY$="" THEN 790 ELSE CLS:FOR F
=1 TO 300:NEXT:GOTO 60
800 GOTO 790
810 PRINT CHR$(24);"            G A L A
X I A N S           ";CHR$(24)
820 LOCATE 1,5:PEN 3:PRINT"Fleet after f
leet,the invaders form and wait to attac
k.Some of them dive down toearth firing
lasers as they do.":PEN 1
830 PEN 2:PRINT:PRINT"The invaders in th
e formation drop bombsto try to destroy
your laser base.      Diving invaders ar
e worth more points.":PEN 1
840 PRINT:PRINT"As soon as one fleet of
invaders has     been destroyed the mothe
r-ship will      arrange a new battle lin
e."
850 PEN 2:PRINT:PRINT CHR$(24);"USE LEFT
 AND RIGHT ARROW KEYS TO MOVE TOTHE LEFT
 AND RIGHT. USE SPACEBAR TO FIRE";CHR$(2
4);:PEN 1
860 LOCATE 11,23:PRINT CHR$(24);"PRESS A
NY KEY TO START";CHR$(24)
870 IF INKEY$<>"" THEN 870
880 IF INKEY$=""THEN 880 ELSE CLS
890 RETURN
900 SYMBOL AFTER 230
910 SYMBOL 231,34,35,36,62,15,7,2,14
920 SYMBOL 232,36,196,228,252,240,224,64
,112
930 SYMBOL 233,2,3,7,63,39,39,34,3
```

```
940 SYMBOL 234,64,192,32,124,228,228,68,
192
950 SYMBOL 235,128,166,242,123,61,47,39,
3
960 SYMBOL 236,1,101,79,222,188,244,196,
192
970 SYMBOL 237,0,240,248,252,14,6,6,6
980 SYMBOL 238,145,82,0,3,192,0,74,145
990 SYMBOL 239,7,31,127,170,170,127,31,7
1000 SYMBOL 240,255,255,255,170,170,255,
255,255
1010 SYMBOL 241,192,240,252,170,170,252,
240,192
1020 SYMBOL 242,18,19,18,28,4,2,1,1
1030 SYMBOL 243,72,200,72,56,32,64,128,1
28
1040 SYMBOL 244,1,31,63,127,225,193,192,
192
1050 RETURN
```

Μοτοκρός

Το *Μοτοκρός* δεν είναι ένα άλλα δύο παιχνίδια! Στο πρώτο, ο παίκτης πρέπει κατεβαίνοντας διάφορες ράμπες να πηδήσει πάνω από τα εμπόδια, που υπάρχουν στο δρόμο του.

Στο δεύτερο παιχνίδι ο παίκτης παίζει το ρόλο του κασκαντέρ και πρέπει να πηδήξει πάνω από μερικά λεωφορεία και να προσγειωθεί στην άλλη μεριά χωρίς να χάσει τον έλεγχο. Και τα δύο παιχνίδια απαιτούν γρήγορες αντιδράσεις και άμεση αντίληψη.

```
10 REM MOTOCROSS
20 REM PAUL STANLEY.
30 MODE 1:INK 0,0:INK 1,24:INK 2,20:INK
3,6:WINDOW #1,1,40,1,25:PAPER #1,0:PEN #
1,1:CLS #1
40 GOSUB 930
50 HS=0: WR=4
60 GOSUB 670
70 GOSUB 790
80 CLS #1:WINDOW #0,5,36,1,25:PAPER #0,0
:PEN #0,1:CLS #0
90 GOSUB 330
100 TIM=TIME
110 SOUND 1,120,3
120 PEN 3:TS=INT((TIME-TIM)/300):LOCATE
27,1:PRINT MID$(STR$(TS),2);:LOCATE X+1,
Y+1:PEN 3:PRINT" ";CHR$(231);:PEN 1
130 FOR F=1 TO S:NEXT
140 X=X+1:IF X=31 THEN LOCATE 32,Y+1:PRI
NT" ":X=0:Y=Y+5:IF Y=25 THEN GOTO 270
150 LOCATE X+2,Y+1:CALL 360:K=PEEK(367):
IF K<>32 THEN GOSUB 210
160 IF INKEY(9)=0 THEN 220
170 IF INKEY(1)=0 THEN S=S+1
180 IF INKEY(8)=0 THEN S=S-1
190 IF S<1 THEN S=1
200 GOTO 120
210 IF INKEY(9)=0 THEN GOTO 240
```

```
220  C=231:FOR F=X TO 30:TS=INT((TIME-TI
M)/300):LOCATE 27,1:PRINT MID$(STR$(TS),
2);:LOCATE F+1,Y+1:PRINT" ";CHR$(C):FOR
Z=1 TO 100:NEXT:C=C-(C<234)-(3 AND C=234
):SOUND 1,90,3:NEXT F
230 CLS:PEN 2:PRINT"Bad luck! You crashe
d.":PEN 1:GOTO 840
240 LOCATE X+1,Y+1:PRINT" ";:LOCATE X+2,
Y:PEN 3:PRINT CHR$(231);:PEN 1
250 FOR f=-15 TO 15:SOUND 1,(f+100),3:NE
XT
260 LOCATE X+2,Y:PRINT" ";:LOCATE X+3,Y+
1:PEN 3:PRINT CHR$(231):X=X+2:PEN 1:RETU
RN
270 REM
280 CLS
290 LOCATE 1,2:PEN 2:PRINT"Your time was
";:PEN 3:PRINT ts;:PEN 2:PRINT"seconds":
PEN 1
300 IF TS>HS THEN PRINT:PRINT"That's is
a new fast time!":HS=TS
310 PEN 3:PRINT:PRINT"The best time is";
:PEN 1:PRINT HS;:PEN 3:PRINT"Seconds.":P
EN 1
320 GOTO 840
330 FOR G=21 TO 6 STEP -5:LOCATE (RND*20
+7),G:PRINT CHR$(235);:LOCATE (RND*20+7)
,G:PRINT CHR$(235);:FOR F=0 TO 31:LOCATE
 F+1,G+1:PRINT" ":NEXT F,G
340 Y=5:X=0:S=20
350 RETURN
360 CLS #1:WINDOW #0,5,36,1,25:PAPER #0,
0:PEN #0,1:BUSES =5:CLS #0
370 Y=5:X=0:S=10
380 LOCATE 12,1:PEN 3:PRINT BUSES;"BUSES
":PEN 1
390 GOSUB 640
400 LOCATE X+1,Y+1:PEN 3:PRINT" ";CHR$(2
31);:PEN 1:SOUND 1,180,1
410 FOR F=1 TO S:NEXT
420 X=X+1:IF X=31 THEN LOCATE 32,Y+1:PRI
NT" ":X=0:Y=Y+5
430 LOCATE X+2,Y+1:CALL 360:K=PEEK(367):
IF K<>32 THEN 490
```

```
440 IF INKEY(9)=0 THEN 490
450 IF INKEY(1)=0 THEN S=S+1
460 IF INKEY(8)=0 THEN S=S-1
470 IF S<1 THEN S=1
480 GOTO 400
490 LOCATE X+1,Y+1:PRINT" ";:LOCATE X+2,
Y:PEN 3:PRINT CHR$(231);:PEN 1:SOUND 1,(
S+100),4
500 LOCATE X+2,Y:PRINT" ";:LOCATE X+3,Y-
1:PEN 3:PRINT CHR$(231):PEN 1:SOUND 2,(S
+70),4
510 X=X+2:FOR F=X TO (X+20-S):SOUND 2,(S
+100),4:LOCATE F+1,Y-1:PEN 3:PRINT " ";C
HR$(231):PEN 1:NEXT F
520 LOCATE F+1,Y-1:PRINT" ";:LOCATE F+2,
Y:PEN 3:PRINT CHR$(231):PEN 1:SOUND 1, (
S+75),4
530 IF TEST((F+2)*16+62,65) <> 1 THEN 60
0
540 FOR X=F+1 TO 30:LOCATE X+1,Y:PEN 3:P
RINT " ";CHR$(231);:PEN 1
550 SOUND 2,(S+100),4
560 LOCATE X+2,Y+1:CALL 360:K=PEEK(367):
IF K=32 THEN LOCATE X+2,Y:PRINT " ";
570 NEXT X
580 CLS:BUSES=BUSES+1
590 GOTO 370
600 LOCATE F+2,Y:PRINT" ":C=231:FOR X=F+
1 TO 31:SOUND 1,120,3:LOCATE X+1,Y+1:PRI
NT" ";CHR$(C):C=C-(C<234)-(3 AND C=234):
NEXT
610 CLS:LOCATE 1,1:PEN 2:PRINT"You faile
d in your attempt at";:PEN 3:PRINT BUSES
;:PEN 2:PRINT"BUSES.":PEN 1
620 IF BUSES-1>WR THEN PRINT:PRINT"Howev
er, your successeful jump  over";:PEN 3:
PRINT BUSES-1;:PEN 1:PRINT"Buses is a ne
w world";:PRINT"record!!!!!":WR=BUSES-1
630 GOTO 840
640 FOR F=21 TO 6 STEP -5:FOR G=0 TO 31:
LOCATE G+1,F+1:PRINT" ":SOUND 2,(F*2+150
),2: NEXT G,F
```

```
650 LOCATE 5,21:PRINT CHR$(236);:FOR F=1
 TO BUSES:PEN 2:PRINT CHR$(237);:PEN 1:N
EXT F:PRINT CHR$(238);CHR$(239);CHR$(240
)
660 RETURN
670 SYMBOL AFTER 230
680 SYMBOL 231,32,62,50,254,152,90,231,6
6
690 SYMBOL 232,2,119,82,92,124,242,23,26
700 SYMBOL 233,66,231,90,25,127,76,124,4
710 SYMBOL 234,88,232,79,62,58,74,238,64
720 SYMBOL 235,0,0,0,0,0,32,112,248
730 SYMBOL 236,1,3,7,15,31,63,127,255
740 SYMBOL 237,126,66,126,126,66,126,126
,36
750 SYMBOL 238,224,252,255,255,255,255,2
55,255
760 SYMBOL 239,0,0,128,240,254,255,255,2
55
770 SYMBOL 240,0,0,0,0,0,192,248,255
780 RETURN
790 A$="MOTOCROSS":LOCATE 16,25:PEN 3:PR
INT A$;:PEN 1:FOR F=1 TO 9:FOR G=24 TO 1
 STEP -1:SOUND 2,(G*F*3),3:LOCATE F+15,G
:PEN 2:PRINT MID$(A$,F,1):PEN 1:LOCATE F
+15,G+1:PRINT" ":NEXT G,F
800 FOR F=1 TO 39:SOUND 1,120,3:SOUND 1,
90,5:SOUND 1,180,4:SOUND 1,220,4:LOCATE
F+1,3:PRINT " ";CHR$(231);:NEXT:LOCATE 1
,4:PRINT"  "
810 LOCATE 1,5:PRINT"This program consis
ts of two Motorbike  games."
820 PEN 3:PRINT:PRINT"For [Moto-cross],j
ump with COPY key onlywhen you reach the
 obstacle":PEN 1
830 PRINT:PRINT"For  both  programs, acc
eleration  and  deceleration  are  both
 possible  by  holding left and right c
ursor arrow keys"
840 PEN 3:LOCATE 1,16:PRINT CHR$(24);" 1
....Moto-cross  ";CHR$(24):PEN 1
850 LOCATE 1,18:PRINT CHR$(24);" 2....St
unt-cycle ";CHR$(24):PEN 1
860 PEN 3:LOCATE 1,20:PRINT CHR$(24);" 3
....To quit      ";CHR$(24):PEN 1
```

```
870 PEN 2:LOCATE 1,23:PRINT CHR$(24);" S
ELECT YOUR OPTION (1-3)";CHR$(24);:PEN 1
880 A$=INKEY$:IF A$<"1" OR A$>"3" THEN 8
80
890 IF A$="1" THEN 80
900 IF A$="2" THEN 360
910 IF A$="3" THEN STOP
920 GOTO 880
930 RESTORE 940:FOR X=360 TO 366:READ A:
POKE X,A:NEXT:RESTORE:RETURN
940 DATA 205,96,187,50,111,1,201
```

Ανάλυση κρίσιμης διαδρομής

Παρ' όλο που η ανάλυση κρίσιμης διαδρομής δεν είναι ακριβώς ένα παιχνίδι, μπορεί να χρησιμοποιηθεί για να βρει κανείς, για παράδειγμα, τον συντομότερο δρόμο μέσα από ένα λαβύρινθο. Όπως είναι, το πρόγραμμα χειρίζεται ένα δικτύωμα μέχρι 50 συνδέσμων, καθένας από τους οποίους έχει 5 εξόδους. Οι δρόμοι που συνδέουν τους συνδέσμους μπορούν να δείχνουν απόσταση ή χρόνο, και το πρόγραμμα θα σας δείξει όλες τις δυνατές διαδρομές καθώς επίσης και την μεγαλύτερη και αυτήν με τους περισσότερους συνδέσμους. Οι βρόχοι απορρίπτονται αμέσως από το πρόγραμμα. Ζωγραφίστε το δικτύωμα σας σε χαρτί και βάλτε τις «αποστάσεις» στις *εντολές DATA.* Πατήστε μετά το RUN και δείτε τα αποτελέσματα της ανάλυσης.

```
10 REM * CRITICAL PATH ANALYSIS*
20 REM @ MICHAEL BEWS
30 MODE 1:BORDER 1:INK 0,0:INK 1,24:INK
2,20:INK 3,6:PAPER 0:PEN 1:CLS
40 DIM A$(50),B$(50),P$(30),P(30),T(30)
50 N$=STRING$(30," "):G$=N$
55 sht=99999
60 K=0
70 GOTO 580
80 READ E
90 FOR X=1 TO E
100 READ A,B,C
110 B$(A)=B$(A)+CHR$(33+B):MID$(N$,A,1)=
CHR$(ASC(MID$(N$,A,1))+1)
120 A$(A)=A$(A)+CHR$(33+C)
130  NEXT X
140 READ A:IF A<>-1 THEN PRINT "CHECK SU
M ERROR":STOP
150 LOCATE 19,11 : PRINT"DATA check OK"
160 PEN 2:LOCATE 1,20:PRINT CHR$(18);:LO
CATE 1,20:INPUT"START NODE  ";S:S=INT(S)
:PEN 1:N=S:IF S<1 THEN 160
170 PEN 3:LOCATE 1,21:PRINT CHR$(18);:LO
CATE 1,21:INPUT"FINISH NODE ";F:F=INT(F)
:PEN 1:IF F<1 THEN 170 ELSE MID$(N$,F,1)
=" "
180 IF F>E OR F<1 OR F=S THEN 170
```

```
190 LOCATE 1, 20:PRINT CHR$(20):LOCATE 1
1,20:PRINT"PLEASE WAIT"
200 P=1:H$=N$
210 P$(P)=CHR$(33+N)
220 IF MID$(N$,N,1)=" " THEN 300
230 MID$(G$,N,1)="1"
240 H=ASC(MID$(H$,N,1))-32
250 IF MID$(G$,ASC(MID$(B$(N),H,1))-33,1
)<>" " THEN 540
260 P$(P)=P$(P)+MID$(B$(N),H,1)
270 T(N)=P(P):P(P)=P(P)+ASC(MID$(A$(N),H
,1))-33
280 N=ASC(MID$(B$(N),H,1))-33
290 GOTO 220
300 V=1:G=0
310 FOR X=LEN(P$(P)) TO 1 STEP -1
320 MID$(G$,ASC(MID$(P$(P),X,1))-33,1)="
 "
330 IF G=0 AND MID$(P$(P),X,1)<>CHR$(F+3
3) AND F>0 THEN V=0
340 G=1:IF MID$(H$,ASC(MID$(P$(P),X,1))-
33,1)>"!" THEN 490
350 NEXT X
360 IF V=0 THEN P$(P)=STRING$(32," "):P=
P-1
370 SOUND 1,120,10: LOCATE 1,10:PRINT CH
R$(20):LOCATE 7,10:PEN 3:PRINT"PATH";TAB
(26);"LENGTH":PEN 1:J=0:U=0:R=0:TP=0:FOR
 X=1 TO P:PRINT CHR$(32+32*(X>9)); MID$(
STR$(X),2);"> ";
380 FOR Y=1 TO LEN(P$(X))
390 PRINT MID$(STR$(ASC(MID$(P$(X),Y,1))
-33),2);:IF Y<LEN(P$(X)) THEN PRINT"-";
400 NEXT Y
410 PRINT TAB(27);"=";P(X):IF P(X)>J THE
N J=P(X):K=X
415 IF P(X)<sht THEN sht=P(X):shp=x
420 TP=TP+1:IF Y-1>R THEN R=Y-1:U=X
430 IF X/9 =X\9 THEN LOCATE 5,25:PEN 2:I
NPUT"PRESS ENTER FOR MORE";X$:LOCATE 1,1
1:PRINT CHR$(20):LOCATE 1,11:PEN 1
440 NEXT X
```

```
450 PEN 2:PRINT:PRINT "Number of paths "
;:PEN 1:PRINT CHR$(24);MID$(STR$(S),2);C
HR$(24);:PEN 2:PRINT" to ";:PEN 1:PRINT
CHR$(24);MID$(STR$(F),2);CHR$(24);:PEN 2
:PRINT" =";TP:PEN 1
460 PRINT"Path Number";U;"has most nodes
.(";MID$(STR$(R),2);")"
465 PRINT "Path number";shp;"is shortest
 ("sht")"
470 PEN 3:PRINT"Path Number";K;"is longe
st.(";MID$(STR$(J),2);")":PEN 1
480 LOCATE 13,25:PEN 2:PRINT"<BREAK>":PE
N 1:GOTO 480
490 N=ASC(MID$(P$(P),X,1))-33:MID$(H$,N,
1)=CHR$(ASC(MID$(H$,N,1))-1):Q$=P$(P):P=
P+V:P$(P)=LEFT$(P$(P-V),X):P(P)=T(N)
500 FOR Y=X+1 TO LEN (Q$):Z=ASC(MID$(Q$,
Y,1))-33:IF Z<1 THEN 220
510 MID$(H$,Z,1)=MID$(N$,Z,1)
520 NEXT
530 GOTO 220
540 LOCATE 1,10:PRINT CHR$(20):LOCATE 1,
15:PEN 3: PRINT"Loop-back error":PEN 1:P
RINT:FOR L=1 TO LEN(P$(P)):IF ASC(MID$(P
$(P),L,1))-33<1 THEN 560
550 PRINT ASC(MID$(P$(P),L,1))-33;"-";:N
EXT L
560 PRINT ASC(MID$(B$(N),H,1))-33:PRINT:
PRINT"Please correct Data error."
570 LOCATE 13,25:PEN 2:PRINT"<BREAK>":PE
N 1:GOTO 570
580 REM
590 REM
600 CLS:LOCATE 5,1:PRINT CHR$(24)" CRITI
CAL PATH NETWORK ANALYSIS ":PRINT CHR$(2
4)
610 PEN 2:LOCATE 1,3:PRINT" Critical  Pa
th  Networks can be appliedwherever  sev
eral  inter - dependent    activities ne
ed to be carried out in a  specified seq
uence to achieve a final   goal.":PEN 1
```

```
620 PEN 3:LOCATE 1,9:PRINT"The goal migh
t be the completion of a  large project
 or, more simply,arrival ata distant met
ro station by the shortest possible rout
e.":PEN 1
630 LOCATE 1,14:PRINT CHR$(24)" This pro
gram is suitable for both cases":PRINT C
HR$(24)
640 LOCATE 1,16:PEN 2:PRINT"A demonstrat
ion network is shown and theprogram  wil
l  trace  out  all  possiblepaths throug
h the network,indicating thelongest and
shortest routes.":PEN 1
650 PEN 3:LOCATE 15,22:PRINT"PRESS ENTER
":PEN 1
660 X$=INKEY$:IF X$<>CHR$(13) THEN 660 E
LSE CLS
670 WINDOW #1,1,40,1,25:PAPER #1,0:CLS #
1
680 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #
0,1:CLS #0
690 PLOT 70,310:DRAWR 46,64
700 DRAWR 320,0:DRAWR 84,-32
710 PLOT 70,310:DRAWR 96,32:DRAWR 352,0
720 PLOT 70,310:DRAWR 144,0:DRAWR 48,32:
DRAWR 224,0
730 PLOT 70,310:DRAWR 64,-20:DRAWR 160,0
:DRAWR 64,20
740 PLOT 168,342:DRAWR 48,32
750 PLOT 312,376:DRAWR 32,-32:DRAWR 16,-
32:DRAWR 16,-32
760 DRAWR 144,64:REM DRAWR -80,2
770 PLOT 448,312:DRAWR -96,2
780 LOCATE 4,2:PRINT CHR$(24)"4":LOCATE
10,2:PRINT"5":LOCATE 16,2:PRINT"6":LOCAT
E 24,2:PRINT"11":PRINT CHR$(24)
790 LOCATE 1,6:PRINT CHR$(24)"1":LOCATE
7,4:PRINT"2":LOCATE 13,4:PRINT"3":LOCATE
 18,4:PRINT"7":LOCATE 29,4:PRINT"12":PRI
NT CHR$(24)
800 LOCATE 19,6:PRINT CHR$(24)"8":LOCATE
 25,6:PRINT"10":LOCATE 20,8:PRINT "9":PR
INT CHR$(24)
```

```
810 LOCATE 3,3:PEN 2:PRINT "4":LOCATE 8,
2:PRINT"1":LOCATE 14,2:PRINT"1":LOCATE 2
0,2:PRINT"7":LOCATE 27,2:PRINT "3":PEN 1
820 LOCATE 5,4:PEN 2:PRINT "2":LOCATE 11
,4:PRINT "3":LOCATE 16,4:PRINT"5":LOCATE
 23,4:PRINT"11":LOCATE 7,6:PRINT"4":LOCA
TE 22,6:PRINT"3":LOCATE 28,5:PRINT"9":LO
CATE 24,7:PRINT"2":PEN 1
830 LOCATE 9,3:PEN 2:PRINT "3":LOCATE 17
,3:PRINT"2":LOCATE 19,5:PRINT"0":LOCATE
20,7:PRINT"3":LOCATE 12,7:PRINT"11":PEN
1
840 REM
850 LOCATE 2,10:PEN 2:PRINT"Nodes ";:PEN
 1:PRINT CHR$(24);"1";CHR$(24):PRINT"rep
resent the  commencement of  activities,
 (represented by the joining  lines).The
 line lengthsmight represent a number of
 daysor weeks required to complete anact
ivity."
860 LOCATE 1,17:PEN 3:PRINT"Activities c
an progress in one  direction only  and
 the programwill  reject a network havin
g a loop-back condition.":PEN 1
870 LOCATE 1,21:PRINT"Each  activity  pr
ogresses  in  the   direction entered i
n the program DATA."
880 LOCATE 11,24:PEN 2:PRINT"PRESS ENTER
":X$=INKEY$:IF X$<>CHR$(13) THEN 880 ELS
E PEN 1:LOCATE 2,10:PRINT CHR$(20):LOCAT
E 2,13
890 PRINT"The zero (0) length between no
de";CHR$(24);"7";CHR$(24);" and ";CHR$(2
4);"8";CHR$(24);:PRINT" indicates  the
exitence";:PRINT"of a constraint which p
revents":PRINT"activities at node ";CHR$
(24);"8";CHR$(24);" from"
900 PRINT"commencing until ";CHR$(24);"3
";CHR$(24);" to ";CHR$(24);"7";CHR$(24);
" and ";CHR$(24);"6";CHR$(24);" to ";CHR
$(24);"7";CHR$(24);" are complete."
910 LOCATE 11,24:PEN 2:PRINT"PRESS ENTER
":X$=INKEY$:IF X$<>CHR$(13) THEN 910 ELS
E PEN 1:LOCATE 2,10:PRINT CHR$(20):LOCAT
E 2,10
```

```
920 GOTO 80
930 REM *** flow chart DATA ****
940 REM * NUMBERS OF CONNECTING LINES*
950 DATA 18
960 REM ** START NODE,FINISH NODE ***
970 DATA 1,4,4
980 DATA 1,2,2
990 DATA 1,3,4
1000 DATA 1,8,11
1010 DATA 2,3,3
1020 DATA 2,5,3
1030 DATA 3,7,5
1040 DATA 4,5,1
1050 DATA 5,6,1
1060 DATA 6,7,2
1070 DATA 6,11,7
1080 DATA 7,8,0
1090 DATA 7,12,11
1100 DATA 8,9,3
1110 DATA 8,10,3
1120 DATA 9,10,2
1130 DATA 10,12,9
1140 DATA 11,12,3
1150 DATA -1
1160 STOP
```

Μετατροπή αριθμών

Το πλέον κατάλληλο πρόγραμμα για κάποιον αρχαίο Ρωμαίο που δεν ξέρει αριθμητική στο πενταδικό σύστημα! Το πρόγραμμα μετατρέπει μεταξύ των δυαδικών, δεκαεξαδικών και δεκαδικών συστημάτων αρίθμησης. Μπορεί να μετατρέψει μεταξύ αυτών των αριθμών και οποιονδήποτε άλλων συστημάτων βάλετε στο μυαλό σας. Και για τους μεταχρονισμένους εκατόνταρχους έχουμε και μετατροπή σε ρωμαϊκούς αριθμούς.

```
10 REM       N U M B E R S
20 REM       @MICHAEL BEWS
30 MODE 1
40 BORDER 0:INK 0,0:INK 1,24:INK 2,20:IN
K 3,6:CLS
50 GOSUB 1480
60 ST$=SPACE$(40)
70 REM
80 REM
90 DIM K(7):DIM A$(8):DIM C(25)
100  GOTO 910
110 REM * ROMAN NUMBERS *
120 L=5 : CLS
130 PRINT"     ROMAN NUMBERS  ";CHR$(164)
;"  MICHAEL BEWS"
140 LOCATE 1,4:PRINT"ENTER A COMPLETE RO
MAN NUMBER"
150 PRINT:PRINT"EXAMPLE : [ MCMLXXXIV ]"

160 LOCATE 1,20:PRINT"      PRESS [ENTER]
 TO RETURN TO MENU   "
170 LOCATE 1,15:PRINT"ROMAN NUMBER ";:IN
PUT T$
180 LOCATE 1,15:PRINT ST$;ST$;
190 IF T$="" THEN 930 ELSE T$=UPPER$(T$)
200 LOCATE 1,2:PRINT ST$;ST$;ST$;ST$;
210 LOCATE 1,6:PRINT ST$;:LOCATE 1,6:PRI
NT"ROMAN NUMBER ";T$;
220 FOR B=1 TO 4: SOUND 1,60,50,B :NEXT

230 FOR X=1 TO LEN (T$)
240 Y$=MID$(T$,X,1):IF Y$="M" THEN C(X)=
1000
250 IF Y$="D" THEN C(X)=500
```

```
260 IF Y$="C" THEN C(X)=100
270 IF Y$="L" THEN C(X)=50
280 IF Y$="X" THEN C(X)=10
290 IF Y$="V" THEN C(X)=5
300 IF Y$="I" OR Y$="1" THEN C(X)=1
310 IF C(X)<1 THEN LOCATE 1,15:PRINT ST$
:LOCATE 1,15:PRINT Y$;"  IS NOT A ROMAN
NUMBER !!";:FOR X=1 TO 1500:NEXT:LOCATE
1,15:PRINT ST$:GOTO 160
320 NEXT X
330 T=0
340 FOR X=1 TO LEN (T$)
350 IF C(X+1)>C(X) THEN C(X)=-C(X)
360 T=T+C(X)
370 C(X)=0
380 NEXT X
390 X=0: IF LEN(T$)>9 THEN X=1
400 LOCATE 26,6:PRINT "=";T
410 GOTO 170
420 REM ** VARIBASE CALCULATOR **
430 INK 1,16
440 CLS:PRINT"       VARIBASE CALCULATOR
@ M.BEWS      "
450 LOCATE 1,5:PRINT"Choose  any  base
between  [2 and 24].
                       We  shall  use  Let
ters  [A to N]  for  symbols required af
ter 9 up to one less than the chosen Bas
e value."
460 LOCATE 1,17:PRINT"ENTER CHOSEN BASE
(2 TO 24)";:INPUT X$
470 IF X$="" OR LEN(X$)>2 THEN LOCATE 27
,17:PRINT SPACE$(11): GOTO 460
480 IF ASC(X$)<48 THEN LOCATE 27,17:PRIN
T SPACE$(11): GOTO 460
490 B=VAL(X$):IF B<2 OR B>24 THEN LOCATE
 27,17:PRINT SPACE$(11): GOTO 460
500 CLS:PRINT"    VARIBASE CALCULATOR @1
984 M.BEWS"
510 PRINT"BASE:";B;:LOCATE 34,2:PRINT"De
cimal":LOCATE 34,3:PRINT"Equivt."
520 X$=" " :IF B<10 THEN X$="  "
530 B$=MID$(STR$(B),2)
```

```
540 LOCATE 1,4:PRINT X$; B$;CHR$(247);X$
;B$;CHR$(246);X$;B$;CHR$(245);X$;B$;CHR$
(244);X$;B$;CHR$(243);X$;B$;CHR$(242);X$
;B$;CHR$(241);X$;B$;CHR$(248);":"
550 KO=99999999
560 IF B=2 THEN KO=255
570 IF B=3 THEN KO=6560
580 IF B=4 THEN KO=65535
590 IF B=5 THEN KO=390600
600 IF B=6 THEN KO=1679600
610 IF B=7 THEN KO=5764800
620 IF B=8 THEN KO=16777200
630 IF B=9 THEN KO=43046720
640 FOR X=1 TO 7:LOCATE 32,(4+X):PRINT"=
";k(X):LOCATE 1,(4+X):PRINT;:n=k(x):GOSU
B 690
650  FOR Y=8 TO 1 STEP -1:PRINT TAB(35-Y
*4);A$(Y);: NEXT Y
660 NEXT X
670 GOSUB 760
680 REM ** MULTIBASE CALCULATOR SUBROUTI
NE **
690 FOR Z=1 TO 8:A$(Z)="":NEXT Z
700 NA=N:FOR Z=1 TO 8
710 I=INT(NA/B):A$(Z)=CHR$(48+(NA-B*I)+(
7 AND (NA-B*I)>9))
720 IF I>=B THEN NA=I:NEXT Z
730 A$(Z+1)=CHR$(48+I+(7 AND I>9))
740 RETURN
750 REM**DECIMAL INPUT FOR CONVERSION**
760 LOCATE 1,19:PRINT"INPUT A DECIMAL NU
MBER FOR CONVERSION   TO BASE";B;"OR ENT
ER [M] FOR MENU ";
770 CT=1
780 LET X$=INKEY$:IF X$="" THEN 780
790 LOCATE 5,22:PRINT SPACE$(35):LOCATE
13+CT,24: IF X$="M" OR X$="m" THEN 930
800 IF ASC(X$)=13 THEN 820
810 IF X$<"0" OR X$>"9" THEN 780 ELSE XX
(CT)= VAL(X$):PRINT X$;: CT=CT+1:GOTO 78
0
820 N=0: FOR X = 1 TO CT-1 : LET N = N+
XX(X)*10^(CT-X-1):NEXT
```

```
830 IF N<1 OR N> KO THEN LOCATE 5,22:PRI
NT"(BETWEEN 1 AND";KO;")":LOCATE 1,24:PR
INT CHR$(18);:GOTO 760
840 GOSUB 680
850 LOCATE 1,15:PRINT ST$:LOCATE 1,16:PR
INT ST$:LOCATE 1,15
860 FOR Y= 8 TO 1 STEP -1:PRINT TAB(35-Y
*4);A$(Y);:NEXT Y
870 LOCATE 29,16:PRINT"= ";N
880 LOCATE 1,24:PRINT CHR$(18);
890 GOTO 760
900 STOP
910 BORDER 0: PAPER 0:INK 1,24:INK 0,0:C
LS
920 FOR X=1 TO 7:READ K(X):NEXT X
930 INK 1,24
940 CLS:PRINT"    NUMBER SYSTEM @ MICHAE
L BEWS."
950 PRINT:PRINT"THIS PROGRAM EXAMINES A
FEW OF THE MANY COUNTING  SYSTEMS  AND
ENABLES  YOU  TOINVENT SOME OF YOUR OWN
!!! "
960 PRINT:PRINT:PRINT"              M E
N U"
970 PRINT:PRINT"        1.....ROMAN NUMB
ERS
                        2.....DECIMAL SY
STEM
                        3.....BINARY NUM
BERS"
980 PRINT:PRINT"        4.....HEXADECIMA
L
                        5.....INVENT YOU
R OWN!"
990 LOCATE 1,22:PRINT"         SELECT KE
Y NUMBER"
1000 INPUT X$:IF X$="" THEN 990
1010 IF X$<"1" OR X$>"5" THEN 990
1020 ON VAL(X$) GOTO 1040,1110,1280,1370
,430
1030 REM*** ROMAN EXPLANATION
1040 INK 1,18
1050 CLS:PRINT"   ROMAN NUMBERS  @1984 M
ICHAEL BEWS"
```

```
1060 PRINT:PRINT"          IN THE ROMAN SY
STEM

                    M=1000       D=500
 C=100        L=50 X=10          V=5      AND
 I=1"

1070 PRINT:PRINT:PRINT"A LOWER VALUE LET
TER COMING IMMEDIATELY IN FRONT OF A HIG
HER VALUE LETTER IS":PRINT:PRINT"SUBTRAC
TED FROM  THE  TOTAL  INSTEAD  OFBEING A
DDED SO THAT LX=60 AND XL=40 "
1080 PRINT:PRINT:PRINT:PRINT"
 PRESS [ENTER]";:INPUT X$
1090 GOTO 120
1100 REM * DECIMAL EXPLANATION *
1110 INK 1,6
1120 CLS:PRINT"DECIMAL SYSTEM       (BASE
 10)"
1130 LOCATE 1,4:PRINT"All counting syste
ms need enough symbolsto represent the c
ount from Zero to up  to one less than t
he Base number."
1140 PRINT:PRINT"This means that sumbols
 0 1 2 3 4 5 6 7 8 9  are needed for dec
imal."
1150 PRINT:PRINT"There's no separate sym
bol for the Base.
                    [Ten in the case of dec
imal],the Base   being represented by (1
 0) to indicate "
1160 PRINT: PRINT" [1]  complete group o
f ten items plus   [0]  remainder."
1170 LOCATE 13,20:PRINT"PRESS ANY KEY"
1180 X$=INKEY$:IF X$="" THEN GOTO 1180
1190 CLS:PRINT"DECIMAL SYSTEM         BASE
 10"
1200 LOCATE 1,5:PRINT"[1 0 0] Therefore
means Ten groups of    Ten  and
                          [1 0 0 0] is Ten t
imes Ten groups of TenOR 10 x 10 x 10  W
hich is  the  same  as10 to the Power of
 3.                 "
```

```
1210 LOCATE 1,11:PRINT" 7    6    5    4
3    2    1    0            10   10   10   10   1
0  10   10   10              ";
1220 PRINT"                         1    0    0
0          ";
1230 PRINT: PRINT:PRINT"Any number raise
d to the power of 1 is  itself and any n
umber raised to power 0 is always 1."
1240 LOCATE 13,20:PRINT"PRESS ANY KEY"
1250 X$=INKEY$:IF X$="" THEN 1250
1260 B=10:GOTO 500
1270 REM ** BINARY EXPLANATION **
1280 INK 1,20
1290 CLS:PRINT "BINARY SYSTEM        (BAS
E 2)"
1300 LOCATE 1,4:PRINT"Mechanical  and  e
lctrical switches  aresimplest and  most
  reliable  when  theyhave only  2  poss
ible states:ON and OFF"
1310 LOCATE 1,8:PRINT"From our notes on
the decimal system we can  see  that  BI
NARY needs  only  two symbols [0] and [1
] to count up to any  equivalent decimal
 value."
1320 LOCATE 1,13:PRINT"Using the  [OFF]
 state of a switch to  represent  [0]  a
nd the  [ON]  state to represent  [1],
it  is  possible  to   represent any dec
imal number using very simple devices."
1330 LOCATE 12,22:PRINT"PRESS [ANY KEY]"
1340 X$=INKEY$:IF X$="" THEN GOTO 1340
1350 B=2:GOTO 500
1360 REM ** HEXADECIMAL **
1370 INK 1,8
1380 CLS:PRINT"       HEXADECIMAL
(Base 16)"
1390 LOCATE 1,5:PRINT"Computers  work  b
est  in  BINARY.
                       Unfortunately Huma
ns do not!             187 decimal is 101
11010 in Binary!"
1400 LOCATE 1,10:PRINT"This computer use
s 8 Bit Bytes.          Each byte holds n
umbers from [0 to 255  or 11111111 Binar
y]."
```

```
1410 PRINT: PRINT"16 decimal is 2^4"
1420 LOCATE 1,16:PRINT"So Hexadecimal  i
s a good  compromise   between computer
and human.                And numbers from
[0 to 255 decimal] are all just two hexa
decimal digits.          "
1430 LOCATE 12,22:PRINT"PRESS ANY KEY"
1440 X$=INKEY$:IF X$="" THEN 1440
1450 B=16:GOTO 500
1460 END
1470 DATA 1,5,8,10,16,20,32,255
1480 SYMBOL AFTER 240
1490 SYMBOL 241,96,32,32,32,0,0,0,0
1500 SYMBOL 242,240,16,32,64,240,0,0,0
1510 SYMBOL 243,240,16,112,16,240,0,0,0
1520 SYMBOL 244,128,128,160,240,32,0,0,0
1530 SYMBOL 245,240,128,240,16,240,0,0,0
1540 SYMBOL 246,192,128,240,144,240,0,0,
0
1550 SYMBOL 247,240,16,32,64,128,0,0,0
1560 SYMBOL 248,96,144,144,144,96,0,0,2
1570 SYMBOL 249,240,144,96,144,240,0,0,0

1580 RETURN
```

Ζευγάρια

Ένα ευχάριστο πρόγραμμα για παιδιά που ελέγχει την ικανότητα αναγνώρισης και απομνημόνευσης. Υπάρχουν δέκα εικόνες διαφόρων αντικειμένων που εμφανίζονται στην οθόνη για μερικά δευτερόλεπτα μόνο. Στην συνέχεια, αφού κρυφτούν οι εικόνες, ο παίκτες επιλέγει μια τυχαία εικόνα. Πρέπει να βρει τότε σε ποια ακριβώς θέση αντιστοιχεί η εικόνα εκείνη. Αν δεν τα καταφέρει, οι δύο εικόνες σβήνουν και η δοκιμασία επαναλαμβάνεται.

```
10 REM PICTURE PAIRS
20 REM @ MICHAEL BEWS
30 MODE 1:BORDER 1:INK 0,0:INK 1,24:INK
2,1:INK 3,6:PAPER #1,0:PEN #1,1:CLS #1
40 LS=100:TT=0:TS=0
50 DIM Q(20),R(20)
60 GOSUB 850
70 GOTO 560
80 REM DISPLAY PICTURE WINDOWS
90  CLS: A$=" P I C T U R E  P A I R S
 BY  M.BEWS  "
100  FOR F=1 TO 40:SOUND 1,180,3:SOUND 2
,120,3:SOUND 1,90,3:SOUND 1,120,4:LOCATE
 F,1:PRINT CHR$(24); MID$(A$,F,1);CHR$(2
4);:NEXT
110 FOR K=1 TO 10
120 Z=145+9*(ASC(MID$(G$,K,1))-64)
130 X= ASC(MID$(D$,K*2-1,1))-64:Y=ASC(MI
D$(D$,K*2,1))-64
140 WINDOW #2,Q(X),Q(X)+2,R(X),R(X)+2
150 WINDOW #3,Q(Y),Q(Y)+2,R(Y),R(Y)+2
160 FOR M=2 TO 3:PAPER #M,M:FOR L=0 TO 8
:PRINT #M,CHR$(Z+L);:NEXT L,M
170 NEXT K
180 PEN 1:LOCATE 1,3:PRINT TAB(5);"1";TA
B(11);"2";TAB(17);"3";TAB(23);"4";TAB(29
);"5"
190 FOR Y=1 TO 4: LOCATE 2,Y*5:PRINT CHR
$(64+Y);:NEXT
```

```
200 LOCATE 32,5:PRINT CHR$(24);"TRIES:";
CHR$(24):PEN 1:LOCATE 32,15:PRINT"SCORE:
";
210 FOR X=9 TO 0 STEP -1: LOCATE 35,20:P
RINT CHR$(24);X;CHR$(24);:SOUND 1,120,3:
FOR Y= 1 TO 900:NEXT Y,X:LOCATE 35,20:PR
INT"    ";
220 FOR XX=-5 TO 5:SOUND 1,(XX+100),4:NE
XT
230 PAPER #2, 3:FOR X=1 TO 20:WINDOW #2,
Q(X),Q(X)+2,R(X),R(X)+2:CLS #2:NEXT
240 LOCATE 1,23:PRINT CHR$(18);:INPUT "E
NTER FIRST PICTURE (eg. A4) ";X$:IF X$="
" THEN 240
250 GOSUB 270:IF FL=1 THEN FL=0:GOTO 240
 ELSE SA=P: GOTO 400
260 REM INPUT SUBROUTINE (UP TO 309)
270 IF LEN(X$)<>2 THEN FL=1:RETURN
280 X$=UPPER$(X$)
290 FOR X= 65 TO 68: IF ASC(LEFT$(X$,1))
=X THEN 310
300 NEXT X:FL=1:RETURN
310 FOR X= 49 TO 53:IF ASC(RIGHT$(X$,1))
=X THEN 330
320 NEXT X:FL=1:RETURN
330 P=5*(ASC(X$)-65)+VAL(RIGHT$(X$,1))
340 IF MID$(S$,P,1)="1" THEN FL=1:RETURN
350 FOR X=1 TO 10:FOR Y=0 TO 1:IF ASC(MI
D$(D$,X*2-Y,1))-64=P THEN Z=145+9*(ASC(M
ID$(G$,X,1))-64):GOTO 370
360 NEXT Y,X:FL=1:RETURN
370 WINDOW #2,Q(P),Q(P)+2,R(P),R(P)+2
380 PEN #2,1:PAPER #2,2:FOR L=0 TO 8:PRI
NT #2,CHR$(Z+L);:NEXT L
390 RETURN
400 LOCATE 1,23:PRINT CHR$(20);:INPUT "E
NTER SECOND PICTURE (eg. A4) ";X$:IF X$=
"" THEN 400
410 GOSUB 270:IF FL=1 THEN FL=0:GOTO 400
420 SB=P: FOR X=1 TO 10: IF(MID$(D$,X*2-
1,1)=CHR$(SA+64) AND MID$(D$,X*2,1)=CHR$
(SB+64)) OR (MID$(D$,X*2-1,1)=CHR$(SB+64
) AND MID$(D$,X*2,1)=CHR$(SA+64)) THEN T
T=TT+1:TS=TS+1:LOCATE 38,5:PRINT MID$(ST
R$(TT),2);:GOTO 480
```

```
430 NEXT X
440 TT=TT+1:LOCATE 38,5:PRINT MID$(STR$(
TT),2);
450 WINDOW #2,Q(SA),Q(SA)+2,R(SA),R(SA)+
2:WINDOW #3,Q(SB),Q(SB)+2,R(SB),R(SB)+2
460 PAPER #2,3:CLS #2:PAPER #3,3:CLS #3
470 GOTO 240
480 LOCATE 38,15:PRINT MID$(STR$(TS),2);
:MID$(S$,SA,1)="1":MID$(S$,SB,1)="1"
490 IF S$<>STRING$(20,"1") THEN 240
500 REM  GAME OVER ROUTINE
510 IF LS >TT THEN LS=TT
520 LOCATE 1,23:PRINT CHR$(20);:PRINT"YO
U TOOK";TT;"TRIES THIS TIME. LOWEST";"SC
ORE THIS SESSION:";LS;"PRESS ANY KEY FOR
 NEXT GAME";
530 IF INKEY$<>"" THEN 530
540 IF INKEY$="" THEN 540 ELSE TT=0:TS=0
:GOTO 710
550 STOP
560 CLS:PEN 1:A$=" P I C T U R E  P A I
 R S  BY M. BEWS  "
570 FOR F=1 TO LEN(A$):SOUND 1,(F*2),3:L
OCATE F,1:PRINT CHR$(24); MID$(A$,F,1);C
HR$(24);:NEXT
580 A$="L L O !":LOCATE 18,25:PEN 3:PRIN
T A$;:PEN 1:FOR F=1 TO 8:FOR G=24 TO 4 S
TEP -1:SOUND 2,(G*3+F*3),3:LOCATE F+17,G
:PRINT MID$(A$,F,1):LOCATE F+17,G+1:PRIN
T" ";:NEXT G,F
590 FOR f=1 TO 13:SOUND 1,(f*10),3:LOCAT
E f,4:PRINT" H E";:NEXT
600 SX$= "This program displays ten pair
s of high ":L$="resolution pictures and
then conceals   ":M$="them from view."
610 FOR F=1 TO LEN(SX$):SOUND 1,(F*2+50)
,3:LOCATE F,7:PEN 3:PRINT MID$(SX$,F,1);
:NEXT:PEN 1
620  FOR F=1 TO 40:SOUND 1,(F*2+50),3:LO
CATE F,8:PEN 3:PRINT MID$(L$,F,1);:NEXT:
PEN 1
630  FOR F=1 TO 40:SOUND 1,(F*2+50),3:LO
CATE F,9:PEN 3:PRINT MID$(M$,F,1);:NEXT:
PEN 1
```

```
640 FOR S=1 TO 50:NEXT:FOR F=1 TO 7:SOUN
D 1,(F*5+100):NEXT
650 LOCATE 1,12:PEN 1:PRINT"The object o
f the game is to match all  ten pairs in
 the lowest possible number of tries.":P
EN 1
660 FOR S=1 TO 100:NEXT:FOR F=1 TO 10:SO
UND 1,(F*5),3:NEXT
670  W$="           PRESS ANY KEY TO START
        "
680 FOR F=1 TO 40:SOUND 1,(F*2+100),3:LO
CATE F,25:PEN 3:PRINT CHR$(24); MID$(W$,
F,1);CHR$(24);:NEXT:PEN 1
690 IF INKEY$<>"" THEN 690
700 IF INKEY$="" THEN 700
710 D$="00000000000000000000":S$=D$:E$=D
$:F$="00000000000":G$=LEFT$(F$,10)
720 FOR X = 1 TO 10
730 N=1+INT(RND*11)
740 IF MID$(F$,N,1)="1" THEN 730
750 MID$(F$,N,1)="1"
760 NA=1+INT(RND*20)
770 IF MID$(E$,NA,1)="1" THEN 760
780 MID$(E$,NA,1)="1":MID$(G$,X,1)=CHR$(
64+N)
790 NB=1+INT(RND*20)
800 IF MID$(E$,NB,1)="1" THEN 790
810 MID$(E$,NB,1)="1":MID$(D$,X*2-1,1)=C
HR$(64+NA):MID$(D$,X*2,1)=CHR$(64+NB)
820 NEXT X
830 GOTO 90
840 STOP
850 SYMBOL AFTER 153
860 SYMBOL 154,3,3,15,15,126,127,255,127
870 SYMBOL 155,15,255,255,255,255,255,25
5,223
880 SYMBOL 156,0,192,240,248,126,254,252
,252
890 SYMBOL 157,127,63,55,31,31,24,0,0
900 SYMBOL 158,255,255,247,63,60,60,60,6
0
910 SYMBOL 159,252,188,248,248,240,48,0,
0
920 SYMBOL 160,0,0,0,0,0,0,0,0
```

```
930 SYMBOL 161,60,60,60,60,60,60,60,60
940 SYMBOL 162,0,0,0,0,0,0,0,0
950 SYMBOL 163,0,0,0,0,0,0,63,63
960 SYMBOL 164,0,0,0,0,0,0,255,255
970 SYMBOL 165,0,0,0,0,0,0,248,248
980 SYMBOL 166,48,48,48,48,48,48,48,48
990 SYMBOL 167,0,0,0,0,0,0,0,0
1000 SYMBOL 168,104,120,104,120,104,120,
104,120
1010 SYMBOL 169,48,63,63,0,0,0,0,0
1020 SYMBOL 170,0,255,255,0,0,0,0,0
1030 SYMBOL 171,104,248,248,0,0,0,0,0
1040 SYMBOL 172,0,0,0,0,1,0,0,0
1050 SYMBOL 173,0,0,0,0,224,248,248,248
1060 SYMBOL 174,0,0,0,0,0,0,0,0
1070 SYMBOL 175,0,0,0,96,127,127,15,7
1080 SYMBOL 176,120,124,124,125,255,255,
255,255
1090 SYMBOL 177,0,0,240,216,252,255,128,
0
1100 SYMBOL 178,1,3,0,0,0,0,0,0
1110 SYMBOL 179,0,0,0,0,0,0,0,0
1120 SYMBOL 180,0,0,0,0,0,0,0,0
1130 SYMBOL 181,0,0,0,0,0,0,0,0
1140 SYMBOL 182,0,0,192,32,16,16,60,255
1150 SYMBOL 183,0,0,0,0,0,0,0,0
1160 SYMBOL 184,1,3,3,7,7,7,7,3
1170 SYMBOL 185,255,255,159,255,255,255,
255,255
1180 SYMBOL 186,128,192,192,224,224,224,
224,192
1190 SYMBOL 187,3,1,0,0,0,0,0,0
1200 SYMBOL 188,255,255,255,60,0,0,0,0
1210 SYMBOL 189,192,128,0,0,0,0,0,0
1220 SYMBOL 190,0,0,0,0,0,0,0,0
1230 SYMBOL 191,0,0,0,0,0,0,0,0
1240 SYMBOL 192,0,0,0,0,0,0,8,8
1250 SYMBOL 193,0,3,3,15,15,63,63,31
1260 SYMBOL 194,0,128,128,255,255,255,25
5,255
1270 SYMBOL 195,8,8,8,8,8,252,248,240
1280 SYMBOL 196,15,0,0,0,0,0,0,0
1290 SYMBOL 197,255,0,0,0,0,0,0,0
1300 SYMBOL 198,224,0,0,0,0,0,0,0
```

```
1310 SYMBOL 199,0,0,0,0,0,0,0,0
1320 SYMBOL 200,0,0,0,0,0,127,2,2
1330 SYMBOL 201,0,0,0,0,0,240,0,0
1340 SYMBOL 202,0,0,96,127,111,3,0,0
1350 SYMBOL 203,7,12,24,240,255,255,127,
6
1360 SYMBOL 204,128,192,96,112,224,192,1
28,4
1370 SYMBOL 205,0,0,0,0,0,0,0,0
1380 SYMBOL 206,255,0,0,0,0,0,0,0
1390 SYMBOL 207,252,0,0,0,0,0,0,0
1400 SYMBOL 208,0,0,0,0,0,0,0,0
1410 SYMBOL 209,0,0,0,0,0,0,0,0
1420 SYMBOL 210,0,0,0,0,0,0,0,0
1430 SYMBOL 211,0,63,36,36,36,63,63,127
1440 SYMBOL 212,0,255,16,16,16,255,255,2
55
1450 SYMBOL 213,0,252,84,84,84,214,214,2
14
1460 SYMBOL 214,60,24,0,0,0,0,0,0
1470 SYMBOL 215,1,0,0,0,0,0,0,0
1480 SYMBOL 216,224,192,0,0,0,0,0,0
1490 SYMBOL 217,0,0,0,0,0,0,0,12
1500 SYMBOL 218,0,0,0,0,0,3,2,2
1510 SYMBOL 219,0,0,0,0,0,240,128,128
1520 SYMBOL 220,12,12,31,31,31,31,15,31
1530 SYMBOL 221,3,195,255,255,255,255,25
5,255
1540 SYMBOL 222,128,128,128,240,240,240,
240,240
1550 SYMBOL 223,7,3,0,0,0,0,0,0
1560 SYMBOL 224,131,1,0,0,0,0,0,0
1570 SYMBOL 225,192,128,0,0,0,0,0,0
1580 SYMBOL 226,0,0,0,0,0,0,0,0
1590 SYMBOL 227,0,0,0,0,0,0,0,0
1600 SYMBOL 228,0,0,0,0,0,0,0,0
1610 SYMBOL 229,0,0,1,2,127,63,127,30
1620 SYMBOL 230,127,132,4,4,255,255,255,
0
1630 SYMBOL 231,0,128,64,32,255,255,254,
60
1640 SYMBOL 232,12,0,0,0,0,0,0,0
1650 SYMBOL 233,0,0,0,0,0,0,0,0
1660 SYMBOL 234,24,0,0,0,0,0,0,0
```

```
1670 SYMBOL 235,0,0,0,0,64,64,64,64
1680 SYMBOL 236,0,0,0,0,0,0,0,0
1690 SYMBOL 237,0,0,0,0,0,0,0,0
1700 SYMBOL 238,64,64,65,67,79,255,255,1
27
1710 SYMBOL 239,3,255,255,0,255,255,255,
255
1720 SYMBOL 240,0,0,128,255,192,240,248,
252
1730 SYMBOL 241,51,63,12,0,0,0,0,0
1740 SYMBOL 242,51,255,204,8,0,0,0,0
1750 SYMBOL 243,48,240,192,0,0,0,0,0
1760 SYMBOL 244,0,0,0,15,8,8,8,8
1770 SYMBOL 245,0,0,0,255,0,24,66,0
1780 SYMBOL 246,0,0,0,240,16,16,16,16
1790 SYMBOL 247,9,8,8,10,8,8,9,8
1800 SYMBOL 248,64,32,16,15,0,0,0,0
1810 SYMBOL 249,144,16,16,80,16,16,144,1
6
1820 SYMBOL 250,8,8,8,15,0,0,0,0
1830 SYMBOL 251,66,24,0,255,0,0,0,0
1840 SYMBOL 252,16,16,16,240,0,0,0,0
1850 REM PICTURE WINDOWS
1860 ' DATA 2,2,2,2,2,7,7,7,7,7,12,12,12
,12,12,17,17,17,17,17
1870 ' DATA 3,8,13,18,23,3,8,13,18,23,3,
8,13,18,23,3,8,13,18,23
1880 FOR X=1 TO 20: READ Q(X):NEXT:FOR Y
=1 TO 20:READ R(Y):NEXT
1890 RETURN
1900 DATA 4,10,16,22,28,4,10,16,22,28,4,
10,16,22,28,4,10,16,22,28
1910 DATA 4,4,4,4,4,9,9,9,9,9,14,14,14,1
4,14,19,19,19,19,19
```

Μισθοί

Το πρόγραμμα αυτό λύνει το πρόβλημα της κατανομής των χρημάτων σε διάφορα φάκελλα πληρωμής στο τέλος του μήνα. Είναι πολύ χρήσιμο για μικρά μαγαζιά ή συλλόγους όπου πρέπει να διανεμηθούν διάφορες ποσότητες χρημάτων στους δικαιούχους.

```
10 REM PAYPACKETS.
20 REM H.WALWYN.
37 MODE 1: BORDER 0:INK 0,0:INK 1,24:INK
 2,20:INK 3,6:PAPER #1,0:PEN #1,1:CLS #1
40 PRINT #1,"           P A Y P A C K E T
 S"
50 LOCATE #1,1,3: PRINT #1,"Anyone who r
uns a small business will   find this pr
ogram close to invaluable.  It's Friday,
you've worked out how much  everyone is
getting paid and the time   has come to
make up the wage packets.   "
60 PRINT #1,"How much of which notes and
 change are  you going to need?"
65 PRINT #1,
70 PRINT #1,"Well,with this program all
your problemsare solved.The program is c
ompletely    reliable and of course you
don't have toown a business to use it.It
 will work   with any sum from thousands
 of pounds   right down to the expenses
for the local"
80 PRINT #1,"church fete,or individual s
mall prizes  for the children's party."

90 PRINT #1,:PRINT #1,:PRINT #1,"
  PRESS ANY KEY TO START"
100 IF INKEY$ ="" THEN 100 ELSE CLS #1
```

```
110  CLS #1,:CLEAR
120 FOR J= 1 TO 10:READ C$(J),CV(J):NEXT
 J
130 DATA ONE PENCE,0.01,TWO PENCE,0.02
140 DATA FIVE PENCE,0.05,TEN PENCE,0.1,T
WENTY PENCE,0.2
150 DATA FIFTY PENCE,0.5,ONE POUND,1,FIV
E POUND,5
160 DATA TEN POUND,10,TWENTY POUND,20
170 SR=0
180 GOSUB 440
190 LOCATE #1,9,17:PRINT#1,"PRESS ANY KE
Y FOR MENU"
191 WINDOW #0, 1,40,18,25
192 PAPER #0,2:PEN #0, 3
193 CLS #0
200 IF INKEY$="" THEN 200
220 PRINT #0,"   PRESS [1] TO INPUT NEW
PAYMENT  "
240 PRINT #0,"   PRESS [2] TO GIVE THE T
OTAL AMOUNT  "
260 PRINT #0,"   PRESS [3] TO CANCEL ALL
 DATA
270 XX=0:SR=1
280 LOCATE #0, 1,6:PRINT #0,"    SELECT
A KEY NUMBER [1-3]  ";:INPUT #0, x$:IF x
$="" THEN 280
290 IF x$<"1" OR x$>"3" THEN 280
300 REM
310 ON VAL (x$) GOTO 330,410,110
320 GOTO 280
330 CLS #1
340 LOCATE #1,1,1:INPUT #1,"CASH AMOUNT
IN PACKET";A$
350 A= VAL(A$):A1=A
360 INPUT #1,"NUMBER OF PACKETS";B$
370 CLS #1,
380 B=VAL(B$):B1=B
390 GOSUB 810
400 GOTO 180
410 CLS #1,
420 XX=1
430 GOTO 180
440 REM TABLE
```

```
450 AT=0
460 LOCATE #1,1,1:PRINT #1,"Currency";TA
B(14);"no.of units";TAB(32);"amount";
470 FOR J= 1 TO 11
480 IF J<>11 THEN 520
490 PRINT #1, STRING$(40,45)
500 PRINT #1, TAB(15)"TOTAL:";
510 A$=STR$(AT):GOTO 620
520 PRINT #1, C$(J);
530 REM
540 C=LEN(STR$(INT(CA(J))))
550 IF XX=1 THEN C=LEN(STR$(INT(CB(J))))
560 IF XX=1 THEN PRINT #1,TAB(18-C)CB(J)
;:GOTO 590
570 PRINT #1,TAB(18-C)CA(J);
580 A$=STR$(CA(J)*CV(J))
590 IF XX=1 THEN A$=STR$(CB(J)*CV(J))
600 IF XX= 1 THEN AT=AT+CB(J)*CV(J):GOTO
 620
610 AT=AT+CA(J)*CV(J)
620 AA$="":N=0:FOR K=1 TO LEN(A$)
630 B$=MID$(A$,K,1)
640 IF B$=" "THEN 680
650 AA$=AA$+B$
660 IF B$="."AND VAL(AA$)<1 THEN AA$="0"
+AA$
670 IF B$="."THEN NN=1
680 NEXT K
690 IF N=0 THEN AA$=AA$+".00":GOTO 730
700 A=LEN(AA$):IF MID$(AA$,A-1,1)="." TH
EN AA$=AA$+"0"
710 END
720 REM COMPLETE
730 REM
740 A=LEN(AA$)
750 PRINT #1,TAB(26) USING"#########.##"
;VAL(AA$)
760 NEXT J
770 IF SR=0 THEN 800
780 IF XX=1 THEN PRINT #1,TAB(9)"THIS IS
 A RUNNING TOTAL":GOTO 800
790 PRINT #1,TAB(9);"THIS IS A SUBTOTAL"
800 RETURN
```

```
810 REM CALCULATE
820 X=0:A=A*100:FOR J=10 TO 1 STEP -1
830 CA(J)=0:IF X=1 THEN 880
840 IF(A-CV(J)*100)<0 THEN 880
850 A=INT(A-INT(CV(J)*100)):IF A=0 THEN
X=1
860 REM OVERFLOW CHECH
870 CA(J)=CA(J)+1:IF X=0 THEN 840
880 NEXT J
890 FOR J=1 TO 10:CA(J)=CA(J)*B:NEXT
900 FOR J=1 TO 10:CB(J)=CB(J)+CA(J):NEXT
 J
910 RETURN
```

Τανκς

Το Τανκς είναι ένα παιχνίδι για δύο παίκτες, όπου ο καθένας προσσπαθεί να χτυπήσει τον αντίπαλο του. Οι δύο παίκτες βρίσκονται στις δύο πλευρές ενός βουνού (που αλλάζει κάθε φορά) και δίνουν τη γωνία και την ταχύτητα βολής του κανονιού τους. Ο νικητής είναι αυτός που θα έχει το μεγαλύτερο σκορ μετά από επτά επιτυχείς βολές.

```
10 REM TANX.
20 REM @ PAUL STANLEY.
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:CLS
40 GOSUB 1080
50 GOSUB 800
60 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
70 GOSUB 1030
80 C=0:GOSUB 870
90 IF RND>0.5 THEN C=C+1:GOSUB 420
100 GOSUB 170:IF FL=1 THEN FL=0:GOTO 670
110  C=C+1
120 IF C=8 THEN CLS:GOTO 80
130 GOSUB 420:IF FL=1 THEN FL=0: GOTO 71
0
140 C=C+1
150 IF C=12 THEN CLS:GOTO 80
160 GOTO 100
170 LOCATE 13,22:PRINT"PLAYER 1":LOCATE
1,24:PRINT CHR$(20);:LOCATE 1,24:INPUT"E
NTER ELEVATION (0 TO 90)";AA$:IF AA$=""
THEN 170
180 IF ASC(AA$)<48 OR ASC (AA$)>57 THEN
170 ELSE A=VAL(AA$)
190 IF A>90 OR A<0 THEN 170
200 PEN 2:LOCATE 1,24:PRINT CHR$(20);:LO
CATE 1,24:PRINT"ENTER VELOCITY (2 TO 10)
 ";:PEN 1:INPUT VV$:IF VV$="" THEN 200
210 IF ASC(VV$)<49 OR ASC (VV$)>57 THEN
200 ELSE V=VAL(VV$)
220 IF V<2 OR V>10 THEN 200
230 S1=F1:O1=F1
```

```
240 MX=274+10*V
250 E=A/12
260 FOR XX=1 TO 10:SOUND 1,2000,(XX+1),(
10-XX),3,0,1:NEXT
270 FOR G=80 TO 575 STEP V
280 IF S1>0 THEN IF S1<399 THEN IF G>82
THEN IF TEST(G,S1)=1 OR TEST(G,S1)=2 THE
N K=G:SOUND 1,120,5:SOUND 1,180,5:GOTO 3
40
290 IF S1>0 THEN IF S1<399 THEN PLOT G,S
1,3
300 IF E>0 THEN S1=S1-E*(G<MX)+E*(G>=MX)
310 IF G<MX THEN E=E-E/40 ELSE E=E+E/30
320 NEXT G
330 K=575
340 S1=24.5-S1/16:IF(INT(S1)=Q2 AND K>56
0) THEN FL=1:RETURN
350 E=A/12:FOR G=80 TO 575 STEP V
360 IF G=K THEN RETURN
370 IF O1>0 THEN IF O1<399 THEN PLOT G,O
1,0
380 IF E>0 THEN O1=O1-E*(G<MX)+E*(G>=MX)

390 IF G<MX THEN E=E-E/40 ELSE E=E+E/30
400 NEXT G
410 RETURN
420 LOCATE 13,22:PRINT"PLAYER 2":LOCATE
1,24:PRINT CHR$(20);:LOCATE 1,24:INPUT"E
NTER ELEVATION (0 TO 90)";AA$:IF AA$=""
THEN 420
430 IF ASC(AA$)<48 OR ASC (AA$)>57 THEN
420 ELSE A=VAL(AA$)
440 IF A>90 OR A<0 THEN 420
450 PEN 2:LOCATE 1,24:PRINT CHR$(20);:LO
CATE 1,24:PRINT"ENTER VELOCITY (2 TO 10)
 ";:PEN 1:INPUT VV$:IF VV$="" THEN 450
460 IF ASC(VV$)<49 OR ASC (VV$)>57 THEN
450 ELSE V=VAL(VV$)
470 IF V<2 OR V>10 THEN 450
480 S1=F2:O1=F2
490 MX=376-10*V
500 E=A/12
510 FOR XX=1 TO 10:SOUND 1,1500,(XX+1),(
10-XX),3,0,1:NEXT
```

```
520 FOR G=560 TO 64 STEP -V
530 IF S1>0 THEN IF S1<399 THEN IF G<544
 THEN IF TEST(G,S1)=1 OR TEST(G,S1)=2 TH
EN K=G:SOUND 1,120,5:SOUND 1,90,4:GOTO 5
90
540 IF S1>0 THEN IF S1<399 THEN PLOT G,S
1,3
550 IF E>0 THEN S1=S1-E*(G>MX)+E*(G<=MX)
560 IF G>MX THEN E=E-E/40 ELSE E=E+E/30

570 NEXT G
580 K=0
590 S1=24.5-S1/16:IF(INT(S1)=Q1 AND K<80
)  THEN FL = 1:RETURN
600 E=A/12:FOR G=560 TO 64 STEP -V
610 IF G=K THEN RETURN
620 IF O1>0 THEN IF O1<399 THEN PLOT G,O
1,0
630 IF E>0 THEN O1=O1-E*(G>MX)+E*(G<=MX)

640 IF G>MX THEN E=E-E/40 ELSE E=E+E/30

650 NEXT G
660 RETURN
670 LOCATE 32,Q2+1:PRINT" "
680 FOR F=1 TO 50:SOUND 1,(F+60),3:NEXT
F
690 SC1=SC1+1
700 GOTO 750
710 LOCATE 1,Q1+1:PRINT" "
720 FOR F=1 TO 100:SOUND 1,(F+30),3:NEXT
730 SC2=SC2+1
740 GOTO 750
750 CLS:LOCATE 6,11:PRINT"PLAYER 1 HAS "
;SC1;" POINTS":LOCATE 6,14:PRINT"PLAYER
2 HAS ";SC2;" POINTS"
760 LOCATE 3,19:PRINT"PRESS ANY KEY TO P
LAY AGAIN"
770 IF INKEY$<>"" THEN 770
780 IF INKEY$="" THEN 780 ELSE CLS:GOTO
80
790 FOR XX=1 TO 600:NEXT:CLS:GOTO 80
800 Q1=0:Q2=10:E=21:V=31
810 PRINT"                       TANX
         "
```

```
820 PEN 3:LOCATE 1,6:PRINT"The two Playe
rs take it in turn to enterthe  angle  a
nd  velocity  at which theywant to fire
and hit their opponent.":PEN 1
830 PEN 2:PRINT:PRINT"The shells must be
 fired over the hills,but if you are luc
ky your shell may be  able to go through
 a hill (particularly at high speed.)":P
EN 1
840 PEN 3:PRINT:PRINT"To stand the best
chance of hitting youropponent, try to u
se the smallest angle of elevation.":PEN
 1
850 PEN 2:LOCATE 1,24:PRINT"         PRES
S ANY KEY TO START           ":PEN 1
860 IF INKEY$="" THEN 860 ELSE CLS:RETUR
N
870 Q=18-RND*13
880 FOR F=2 TO 29
890 FOR G=21 TO Q STEP-1
900 LOCATE F+1,G+1:PRINT CHR$(233);:IF F
=29 THEN PRINT CHR$(233);CHR$(233);
910 IF F=2 THEN LOCATE F-1,G+1:PRINT CHR
$(233);CHR$(233);
920 NEXT G
930 Q=Q+RND*4-RND*4
940 IF Q<3 THEN Q=4+RND*2
950 IF Q>20 THEN Q=20
960 NEXT F
970 FOR F=1 TO 21
980 LOCATE 1,F+1:CALL 360:XX=PEEK(367):I
F XX<>32 THEN LOCATE 1,F:PEN 2:PRINT CHR
$(231);:PEN 1:F1=(25-F)*16+16:Q1=F-1:GOT
O 1000
990 NEXT
1000 FOR F=1 TO 21:LOCATE 32,F+1:CALL 36
0:XX=PEEK(367):IF XX<>32 THEN LOCATE 32,
F:PEN 2:PRINT CHR$(232);:PEN 1:F2=(25-F)
*16+16:Q2=F-1:RETURN
1010 NEXT
1020 RETURN
1030 SYMBOL AFTER 230
1040 SYMBOL 231,0,1,2,60,56,255,255,127
1050 SYMBOL 232,0,128,64,60,28,255,255,1
27
```

```
1060 SYMBOL 233,170,85,170,85,170,85,170
,85
1070 RETURN
1080 RESTORE 1090:FOR X=360 TO 366:READ
A:POKE X,A:NEXT:RESTORE:RETURN
1090 DATA 205,96,187,50,111,1,201
1100 INPUT X$:PRINT ASC(X$);:GOTO 1100
```

΄Αμυνα

Η τύχη της Γης είναι στα χέρια σου καθώς πρέπει να σταματήσεις τα σατανικά σχέδια των εξωγήϊνων. Σκοπός τους είναι να απαγάγουν όσους ανθρώπους μπορούνε από τα βουνά της περιοχής σου. Αν μπορείς να τους καταστρέψεις πριν το καταφέρουν έχεις νικήσεις, αν όμως απαγάγουν ένα άτομο πρέπει να τους χτυπήσεις σε μικρό υψόμετρο γιατί το θύμα τους, αν πέσει από ψηλά, θα σκοτωθεί. Ένα παιχνίδι με νεύρο και ταχύτητα... και επικίνδυνους εχθρούς.

```
10 REM DEFEND.
20 REM @ PAUL STANLEY.
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
40 GOSUB 1360
50 HL= 10:LI=2
60 HS=0
70 GOSUB 1200
80 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
90 GOSUB 1110:GOSUB 840
100 GOSUB 1080:SOUND 1,120,3
110 LOCATE 9,22:PRINT CHR$(18);:LOCATE 9
,22:PEN 3:PRINT"FUEL:";:PEN 1:PRINT LEFT
$(C$,10-HL);:PEN 3:LOCATE 14,1:PRINT CHR
$(24);"HI:";CHR$(24);:PEN 1:PRINT HS;:PE
N 3:LOCATE 16,Y+1:PRINT B$;:PEN 1
120 PLOT 272,48,3:DRAWR 160,0,3:DRAWR 0,
14,3:DRAWR -160,0,3:DRAWR 0,-14,3:IF LI=
2 THEN LOCATE 2,22:PRINT CHR$(233);CHR$(
234);
130  PEN 2:LOCATE A+1,B+1:PRINT CHR$(232
);:LOCATE A+1,B+2:PRINT A$;:PEN 1
140 LOCATE 1,1:PRINT CHR$(24);"CAPTURES:
";CHR$(24);:PEN 3:PRINT CAP;:PEN 2:LOCAT
E 22,1:PRINT CHR$(24);"SCORE:";CHR$(24);
:PEN 1:PRINT SC;
```

```
150 IF RND<0.08 AND B<=LT THEN GOSUB 620
160 PEN 0:LOCATE A+1,B+1:PRINT CHR$(232)
;:LOCATE A+1,B+2:PRINT A$;:PEN 1
170 LOCATE A+1,B+3:CALL 360: LL=PEEK(367
):IF LL=231 AND A$=" " THEN A$=CHR$(231)
:C=C+1:M=1:LOCATE A+1,B+3:PRINT" ";
180 IF M=1 THEN B=B- INT(RND*3):GOTO 210
190 LOCATE A+1,B+3:CALL 360: LL=PEEK(367
):IF LL=32 THEN B=B+INT(RND*2)
200 LOCATE A+1,B:CALL 360: LL=PEEK(367):
IF LL<>32 THEN M=1:C=C+1
210 IF B<1 THEN B=1
220 IF C=8 OR B>17 THEN CLS:GOSUB 840:GO
TO 110
230 A=A-1
240 IF A=-1 THEN A=31:M=0:IF A$=CHR$(231
) THEN CAP=CAP+1:FOR XS=-3 TO 6:SOUND 2,
(XS+20),3:NEXT:A$=" "
250 PEN 0:LOCATE 16,Y+1:PRINT B$;:PEN 1
260 Y=Y-(INKEY(2)=0 AND Y<=LT)+(INKEY(0)
=0 AND Y>1)
270 IF INKEY(47)=0 THEN IF B$=CHR$(233)+
CHR$(234) THEN B$=CHR$(235)+CHR$(236):GO
TO 290
280 IF INKEY(47)=0 THEN  B$=CHR$(233)+CH
R$(234)
290 PEN 3:LOCATE 16,Y+1:PRINT B$;:PEN 1
300 IF CAP=3 OR HL=10 THEN LOCATE 10,1:P
RINT CAP;:GOTO 780
310 IF INKEY(9)=0 THEN GOSUB 330
320 GOTO 130
330 I=-119*(B$=CHR$(235)+CHR$(236))-136*
(B$=CHR$(233)+CHR$(234)):J=(21-Y)*8+3
340 PLOT I*2+64,J*2+48,2
350 IF B$=CHR$(233)+CHR$(234) THEN SOUND
 1,130,3:DRAWR 180,0,2:SOUND 1,90,3:PLOT
 I*2+64,J*2+48,0:DRAWR 180,0,0
360 IF B$=CHR$(235)+CHR$(236) THEN SOUND
 1,130,3:DRAWR -180,0,2:SOUND 1,90,3:PLO
T I*2+64,J*2+48,0:DRAWR -180,0,0
370 IF Y=B AND((B$=CHR$(233)+CHR$(234) A
ND A>16 AND A<29) OR(B$= CHR$(235)+CHR$(
236) AND A<15 AND A>2)) THEN IF A$=CHR$(
231) THEN GOTO 450 ELSE 390
```

```
380 RETURN
390 M=0:LOCATE A+1,B+1:PRINT CHR$(237);:
SOUND 1,120,3:LOCATE A+1,B+1:PRINT CHR$(
24);CHR$(237);CHR$(24);
400 LOCATE A+1,B+1:PRINT CHR$(237);:SOUN
D 1,120,3:LOCATE A+1,B+1:PRINT CHR$(24);
CHR$(237);CHR$(24);
410 LOCATE A+1,B+1:PRINT CHR$(237);:SOUN
D 1,120,3:LOCATE A+1,B+1:PRINT CHR$(24);
CHR$(237);CHR$(24);:LOCATE A+1,B+1:PRINT
 " ";:B=1+INT(RND*14):A=31
420 SC=SC+10
430 A$=" "
440 RETURN
450 SOUND 1,180,3:LOCATE A+1,B+1:PRINT C
HR$(237);:SOUND 1,120,3:LOCATE A+1,B+1:P
RINT CHR$(24);CHR$(237);CHR$(24);:LOCATE
 A+1,B+1:PRINT " ";
460 F=0:FOR D=B+1 TO 19
470 LOCATE A+1,D+1:PRINT CHR$(231);:SOUN
D 1,20*D,3
480 F=F+1
490 LOCATE A+1,D+1:PRINT" ";
500 LOCATE A+1,D+2:CALL 360:CL=PEEK(367)
:IF CL<>32 THEN 530
510 NEXT D
520 GOTO 570
530 O=RND:IF O>0.35 AND F>9 THEN SC=SC+5
0*(SC>=50)+SC*(SC<50):FOR F=-30 TO 1:LOC
ATE A+1,D+2:PRINT CHR$(237);:SOUND 1,F+4
0,1:NEXT F:LOCATE A+1,D+2:PRINT " ";:GOT
O 550
540 LOCATE A+1,D+2:PRINT CHR$(231);
550 IF O<=0.35 THEN 580
560 M=0
570 A$=" ":A=31:B=INT(RND*14)+1:RETURN
580 FOR F=1 TO 4
590 LOCATE A+1,D+2:PRINT CHR$(231);:SOUN
D 1,180,3:LOCATE A+1,D+2:PRINT " ";:SOUN
D 1,120,3:LOCATE A+1,D+2:PRINT CHR$(231)
;:SOUND 1,180,3:LOCATE A+1,D+2:PRINT " "
;:SOUND 1,120,3:NEXT
600 LOCATE A+1,D+2:PRINT CHR$(231);
```

```
610 LOCATE A-1,D:PRINT"I'M OK!";:LOCATE
A+1,D+1:PRINT CHR$(149);:FOR F=0 TO 300:
NEXT:LOCATE A-1,D:PRINT"       ";:LOCATE
 A+1,D+1:PRINT" ";:GOTO 560
620 IF A>15 THEN DIR=-80:STX=A*8-1
630 IF A<=15 THEN DIR=80:STX=A*8+8
640 PLOT STX*2+64,(21-B)*16+51,3:SOUND 1
,180,3:DRAWR 2*DIR,0,3
650 PLOT STX*2+64,(21-B)*16+51,0:SOUND 1
,180,3:DRAWR 2*DIR,0,0
660 IF B=Y THEN IF (A<27 AND DIR=-80) OR
 (A>4 AND DIR=80) THEN GOTO 680
670 RETURN
680 LOCATE 16,Y+1:PRINT "  ";:A=15
690 PLOT 304,(21-Y)*16+51:DRAWR 14,0
700 Y=-Y*(Y>=3)-3*(Y<3)
710 FOR V= 1 TO 6
720 LOCATE A+V+1,Y+V/2+1:PRINT CHR$(233)
;:LOCATE A+V+1,Y-V/2+1:PRINT CHR$(234);:
LOCATE A-V+1,Y+V/2+1:PRINT CHR$(235);:LO
CATE A-V+1,Y-V/2+1:PRINT CHR$(236);
730 SOUND 1,80,3
740 LOCATE A+V+1,Y+V/2+1:PRINT" ";:LOCAT
E A+V+1,Y-V/2+1:PRINT" ";:LOCATE A-V+1,Y
+V/2+1:PRINT" ";:LOCATE A-V+1,Y-V/2+1:PR
INT" ";
750 NEXT V
760 LI=LI-1
770 IF LI>0 THEN CLS: GOSUB 840:GOTO 110
780 FOR FF=-5 TO 5:FOR GG=5 TO 10:SOUND
2,FF+10*(15-GG),3:SOUND 1,GG*2,3:NEXT GG
,FF
790 PEN 2:LOCATE 8,11:PRINT CHR$(24);"G
A M E   O V E R";CHR$(24);:PEN 1:LOCATE
1,22:PEN 3:PRINT CHR$(24);"   PRESS ANY
KEY TO TRY AGAIN   ";CHR$(24);:PEN 1
800 IF SC>HS THEN HS=SC
810 IF INKEY$<>""THEN 810
820 IF INKEY$="" THEN 830 ELSE CLS:GOTO
90
830 GOTO 810
840 HL=HL+2:Y=50:X=0
850 PLOT X*2+64,Y*2+48,2
860 A=INT(RND*20):B=INT(RND*20-RND*20)
```

```
870 X=X+A:Y=Y+B
880 IF X>251 THEN 920
890 IF Y<10 OR Y>60 THEN X=X-A:Y=Y-B:GOT
O 860
900 DRAWR A*2,B*2,2
910 GOTO 860
920 FOR X=0 TO 24 STEP 3
930 A=INT(RND*6+X)
940 F=20
950 FOR B=4 TO 21
960 LOCATE A+1,B+1:CALL 360:CL=PEEK(367)
:IF CL<>32 THEN LOCATE A+1,B+1:PRINT CHR
$(231);:B=B+2
970 NEXT B,X
980 FOR F=11 TO 17:FOR Y=0 TO 31:LOCATE
Y+1,F+1:CALL 360:CL=PEEK(367):IF CL<>32
THEN LT=F-1:GOTO 1000
990 NEXT Y,F
1000 Y=5:C=0
1010 B$=CHR$(233)+CHR$(234)
1020 A=31:B=1
1030 A$=" ":C$=STRING$(10,143)
1040 M=0
1050 LOCATE 2,22:PRINT"  ";
1060 IF LI=2 THEN LOCATE 2,22:PRINT CHR$
(233);CHR$(234);
1070 RETURN
1080 SC=0:CAP=0:C=0
1090 HL=0:LI=2
1100 RETURN
1110 SYMBOL AFTER 230
1120 SYMBOL 231,28,28,8,62,8,8,20,34
1130 SYMBOL 232,0,24,60,66,255,126,66,10
2
1140 SYMBOL 233,0,0,199,204,255,255,3,0
1150 SYMBOL 234,0,0,240,24,255,252,224,0
1160 SYMBOL 235,0,0,15,24,255,63,7,0
1170 SYMBOL 236,0,0,227,51,255,255,192,0
1180 SYMBOL 237,196,9,176,6,208,74,145,1
0
1190 RETURN
1200 PEN 3:PRINT CHR$(24);"
 D E F E N D                    ";CHR$(24);:P
EN 1
```

```
1210 LOCATE 1,4
1220 PEN 2:PRINT"A fleet of aliens has m
anaged to get    past defensive lines on
 Earth.          One by one they fly in
with the sole    intent of picking up Hu
manoids which    have climbed to the top
 of the hills to see what is happening."
:PEN 1
1230 PEN 3:PRINT:PRINT"Your job is to pr
event the fleet from   capturing the Hum
anoids.                You have a powerf
ul laser with which to shoot down the al
iens":PEN 1
1240 PEN 2:PRINT:PRINT:PRINT:PRINT CHR$(
24);" UP ARROW...UP        DOWN ARROW...D
OWN  ";CHR$(24);:PEN 1
1250 PEN 3:PRINT  CHR$(24);"SPACEBAR..CH
ANGE DIRECTION   FIRE...COPY";CHR$(24);:
PEN 1
1260 LOCATE 8,23:PRINT CHR$(24);"PRESS A
NY KEY TO CONTINUE.";CHR$(24);:PEN 1
1270 IF INKEY$<>"" THEN 1270
1280 IF INKEY$=""THEN 1280 ELSE CLS
1290 PEN 3:PRINT CHR$(24);"
 D E F E N D                   ";CHR$(24);:P
EN 1
1300 PEN 2:LOCATE 1,5:PRINT"You have bee
n defeated when 3 humanoids have been ca
ptured.                        It is alrigh
t to shoot at an alien whichis clutching
 a Humanoid as long as he   does not fal
l too far (IF HE DOES YOU   FORFEIT 50 P
OINTS.)":PEN 1
1310 PRINT: PRINT:PRINT"Don't underestim
ate your enemy invader, he may have a tr
ick up his sleeve...... Every so often t
he computer will take   you  to  a  new
 location at the expenseof some of your
fuel which,if zero, willend the game."
1320 PEN 3:PRINT:PRINT:PRINT CHR$(24);"
       PRESS ANY KEY TO CONTINUE        "
;CHR$(24);:PEN 1
1330 IF INKEY$<>"" THEN 1330
1340 IF INKEY$=""THEN 1340 ELSE CLS
```

```
1350 RETURN
1360 RESTORE 1370:FOR XX=360 TO 366:READ
 ZZ:POKE XX,ZZ:NEXT:RESTORE:RETURN
1370 DATA 205,96,187,50,111,1,201
1380 FOR SS=231 TO 241:PRINT CHR$(SS);"
";:NEXT
```

Γεωγραφία

Καιρός να επιστρέψουμε στον πλανήτη μας! Το παιχνίδι αυτό σας δίνει μια σειρά γεωγραφικών τοποθεσιών και εσείς απαντάτε. Εύκολο πράγμα θα μου πείτε: υπάρχει όμως ένας περιορισμός, το αρχικό γράμμα κάθε τοποθεσίας που θα δώσετε πρέπει να είναι το τελευταίο γράμμα της προηγούμενης τοποθεσίας. Έτσι εναλλάξ, πότε ο παίκτης, πότε ο κομπιούτερ, πρέπει να αποδείξουν τις γεωγραφικές τους ικανότητες. Προσοχή όμως γιατί ο AMSTRAD ξέρει να λέει και ψέμματα!

```
10 REM *** ENDINGS ***
20 REM H WALWYN
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:PAPER 0:PEN 1:CLS
40 Q$=" "
50 PS=1:VPS=4
60 L5=0:M1=0:M2=0
70 DIM G$(130),C(130),X(130)
80 LOCATE 12,1:PRINT CHR$(24)" E N D I N
 G S ";CHR$(24)
90 LOCATE 1,3:PEN 3:PRINT"THIS IS A GAME
 OF GEOGRAPHY  [ ENDINGS ]";:PEN 2
100 PRINT"WHERE EACH PLAYER IN TURN HAS
TO NAME A COUNTRY, TOWN, MOUNTAIN, RIVER
 OR OTHER GEOGRAPHICAL PLACE-NAME WHICH
STARTS    WITH THE LAST LETTER OF THE PR
EVIOUS    PLACE-NAME.":PEN 1
110 PRINT:PRINT"IF YOU THINK I AM MAKING
 SOMETHING UP   WHEN IT IS YOUR GO,PRESS
 [ENTER] IF YOU ACCEPT MY NAME OR  '*'
IF YOU WISH TO  CHALLENGE ME."
120 PRINT:PRINT"I SHALL LEARN AS WE GO.N
O PLACE-NAME MAYBE USED MORE THAN ONCE"
130 LOCATE 9,24:PEN 3:PRINT"PRESS ANY KE
Y TO START":PEN 1
140 IF INKEY$=""THEN 140 ELSE CLS
150 N=1
160 READ G$(N),C(N):IF MID$(G$(N),1,3)="
ZZZ" THEN GOTO 230
170 N=N+1:GOTO 160
```

```
180 REM DATA NAME OF PLACE AND ITS  LENG
TH
190 DATA "AACHEN",6,"ABBEVILLE",9,"ACAPU
LCO",8,"ASIA",4,"AUSTRALIA",9,"AMERICA",
7,"ANTARCTICA",10,"AMADI",5,"ARDLUI",6,"
AVON",4,"AYR",3,"ATLANTIC",8,"ARLES",5,"
ANO",4,"BOLIVIA",7,"BALI",4,"BOTSWANA",8
200 DATA"BELIZE",6,"BELGIUM",7,"BULGARIA
",8,"BURY",4,"BAYEUX",6,"BRAZIL",6,"BIAR
RITZ",8,"BIU",3,"CAIRO",5,"CASPIAN",7,"C
HAD",4,"CHILE",5,"LAS VEGAS",9,"CAMBRIDG
E",9,"SWANSEA",7,"VICTORIA",8,"WEMBLEY",
7,"WUHAN",5
210 DATA "WHITCHURCH",9,"TOLEDO",6,"VERS
AILLES",10,"LONDON",6,"YORK",4,"ZAIRE",5
,"YOKOHAMA",8,"OSLO",4,"NYANGA",6,"QUITO
",5,"PORTSMOUTH",10,"SCARBOROUGH",11,"SW
ITZERLAND",11,"SKOPJE",5,"NALUT",5,"QATA
R",5,"RUTENG",6,"RAPID CITY",10
220 DATA "SPAIN",5,"PEKING",6,"TOKYO",5,
"RESOLUTION",10,"OLDHAM",6,"IONA",4,"ICE
LAND",7,"JAMESTOWN",9,"JOINVILLE",9,"ISC
HIA",6,"JOMBANG",7,"KYOTO",5,"NAGASAKI",
8,"LUNE",4,"MOBILE",6,"MONROVIA",8,"LANG
ON",6,"KHARTOUM",8,"ZZZ",3
230 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #
0,1:CLS #0
240 G$(N)="                ":C(N)=0
250 LOCATE 9,1:PRINT CHR$(24)" E N D I N
 G S ";CHR$(24)
255 GOSUB 1180
260 LOCATE 1,20:PRINT CHR$(24)" DO YOU W
ANT TO GO FIRST? (Y/N) ";CHR$(24)
270 A$=INKEY$:IF A$="" THEN 270 ELSE A$=
UPPER$(A$)
280 P$=""
290 IF A$="N" THEN 320
300 IF A$="Y" THEN 850
310 GOTO 270
320 REM COMPUTER
330 B5=0:B$=""
340 IF P$<>"" THEN B$=MID$(P$,LEN(P$),1)
350 IF B$="" THEN 430
360 IF RND>0.1 THEN 490
```

```
370 Q=INT(RND*(N-1))+1
380 W=0
390 IF L$<B$ THEN Q=INT(RND*Q) ELSE Q=IN
T(RND/Q)
400 L$=LEFT$(G$(Q),1):IF L$=B$ AND X(Q)<
>1 THEN P$=MID$(G$(Q),C(Q),1):GOTO 640
410 W=W+1:IF W>100 THEN 490
420 GOTO 390
430 REM FIRST GO
440 IF RND>0.85 THEN 490
450 Q=INT(RND*(N-1))+1
460 IF X(Q)=1 THEN 450
470 P$=LEFT$(G$(Q),C(Q))
480 GOTO 640
490 REM COMPUTER MAKES ONE UP
500 B$=LEFT$(Q$,1)
510 IF B$="" THEN B$=CHR$(INT(RND*26)+65
)
520 Q=INT (RND*N)+1
530 L$=LEFT$(G$(Q),1)
540 IF L$=B$ THEN P$=MID$(G$(Q),INT(RND*
3)+1,1):GOTO 560
550 GOTO 520
560 Q=INT (RND*N)+1:R=3
570 P$=P$+MID$(G$(Q),R,(RND*3)+1)
580 Q=INT(RND*N)+1
590 P$=P$+MID$(G$(Q),11-(INT (RND*3)+1),
1)
600 IF RIGHT$(P$,1)=" "THEN P$=LEFT$(P$,
LEN(P$)-1):GOTO 600
610 P$=RIGHT$(Q$,1)+P$
620 Q=LEN(P$)
630 MID$(B$,1,1)=RIGHT$(Q$,1):L5=1
640 REM COMPUTER PRINTOUT NAME
650 PEN 2:LOCATE PS,VPS:PRINT P$;" ";:PE
N 1: PS =POS(#0):VPS=VPOS(#0)
660 LOCATE 1,20:PRINT CHR$(20);:LOCATE 1
,20:PRINT"PRESS [ENTER] OR '*' KEY"
670 A$=INKEY$:IF A$<>"" THEN 670
680  A$=INKEY$:IF A$="" THEN 680
690 IF ASC(A$)=13 THEN 830
700 IF A$="*" OR A$=":" THEN 720
710 GOTO 670
720 REM COMPUTER CHALLENGED
```

```
730 PEN 3:PRINT" YOU DARE TO CHALLENGE?"
740 FOR J=1 TO 600:NEXT
750 IF L5=1 THEN L5=0: GOTO 810
760 PEN 2:PRINT"YOU ARE WRONG! ";:PEN 3:
PRINT G$(Q):PEN 1
770 PRINT CHR$(24)"CHECK IF YOU DON'T BE
LEIVE ME!";CHR$(24);
780 M1=M1+1
800 X(Q)=1:P$="":PRINT"YOU START NEXT...
..":GOSUB 1180:GOTO 850
810 PRINT "I OWN UP.....YOU'RE RIGHT.I M
ADEIT UP!!!!!!!!!":PEN 2:PRINT"I WILL STA
RT AGAIN......":PEN 1
820 M2=M2+1:P$="":GOSUB 1180:GOTO 320
830 REM COMPUTERS GO COMPLETE
840 X(Q)=1:GOTO 850
850 LOCATE 1,20:PRINT CHR$(20):LOCATE 1,
20:INPUT Q$:IF Q$="" THEN 850 ELSE Q$=UP
PER$(Q$)
860 IF P$="" THEN 910
870 B$= RIGHT$(P$,1)
880 IF B$=LEFT$(Q$,1) THEN 910
890 PRINT CHR$(24)"          ILLEGAL ENTR
Y..........          WRONG INITIAL LETTER
    ";CHR$(24)
900 FOR VV=1 TO 2000: NEXT: GOTO 850
910 REM CHECKED AND O.K
920 FOR J=1 TO N
930 IF G$(J)=Q$ AND X(J)=1 THEN 960
940 IF G$(J)=Q$ THEN X(J)=1:GOTO 970
950 NEXT J:GOTO 970
960 LOCATE 1,21: PRINT  CHR$(24)"
  NOT ACCEPTABLE.........         IT'S B
EEN USED BEFORE..";CHR$(24);:FOR VV=1 TO
 2000: NEXT:GOTO 850
970 REM DOES THE COMPUTER CHALLENGE
980 IF RND>0.5 THEN 1000
990 GOTO 1080
1000 SOUND 1,120,5:PEN 2:PRINT"CHALLENGE
!":PEN 1
1010 PRINT CHR$(24)"I DON'T BELEIVE YOU.
";CHR$(24)
1020 PEN 2:PRINT"NOW YOU WILL HAVE TO BE
 HONEST  BECAUSE IT IS NOT IN MY DATA!!"
:PEN 1
```

```
1030 PRINT CHR$(24)"    IS IT A REAL PLA
CE? (Y/N)    ";CHR$(24);
1040 A$=INKEY$:IF A$="" THEN 1040 ELSE A
$=UPPER$(A$)
1050 IF A$="Y" THEN 1110
1060 IF A$="N" THEN 1140
1070 GOTO 1040
1080 LOCATE PS,VPS:PRINT Q$;" ";:PS=POS(
#0):VPS=VPOS(#0): P$=Q$:G$(N)=P$
1090 C(N)=1:X(N)=1:N=N+1
1100 GOTO 320
1110 LOCATE 1,20:PRINT CHR$(20);:LOCATE
1,20: PEN 2:PRINT"OK..I BOW TO YOUR SUPE
RIOR       KNOWLEDGE!!" :PEN 1:M2=M2+1
1130 PEN 2:PRINT"I' LL START NOW.....":P
EN 1:LOCATE PS,VPS:PRINT Q$;" ";:PS=POS(
#0):VPS=VPOS(#0):P$="":GOSUB 1180:GOTO 3
20
1140 LOCATE 1,20:PRINT CHR$(20);:LOCATE
1,20: PEN 3:PRINT"YOU ARE VERY HONEST.TH
ANK YOU.";:PEN 1
1150 M1=M1+1
1160 P$="":PEN 2:PRINT"YOU START NOW....
.":GOSUB 1180:GOTO 850
1165 STOP
1170 REM SCORE ROUTINE
1180 PEN 3:LOCATE 1,2:PRINT SPACE$(31);:
LOCATE 1,2:PRINT"SCORE IS";:PEN 1:PRINT
M1;:PEN 3:PRINT"TO ME AND";:PEN 1:PRINT
M2;:PEN 3:PRINT"TO YOU":PEN 1:FOR VV=1 T
O 2000:NEXT:RETURN
```

Φραγματοφάγοι

Σκοπός του παιχνιδιού είναι να εμποδίσεις τα φθονερά όντα, που έρχονται από την δεξιά μεριά της οθόνης, να διαπεράσουν το φράγμα.

Μόνη σου άμυνα είναι ένα κανόνι που βρίσκεται στην κορυφή του φράγματος και με το οποίο πρέπει να υπολογίσεις την βολή σου για να πετύχεις τα φοβερά φραγματοφάγα τέρατα, πριν τρυπήσουν το υδατόφραγμα σου. Οι φραγματοφάγοι εμφανίζονται στην τύχη και κατατρώγουν αργά-αργά τον τοίχο. Προσοχή λοιπόν στους υπολογισμούς σας και καλό βόλι!

```
10 REM DAM EATERS.
20 REM @ PAUL STANLEY
30 REM AMSTRAD CONVERSION
40 REM BY MITRI YAZBEK
50 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:CLS #1
60 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
70 GOSUB 960
80 HS=0:DIM Y(3),X(3)
90 GOSUB 800
100 GOSUB 630
110 GOSUB 900
120 GOSUB 750
130 FOR I=1 TO N
140 X(I)=X(I)-1:IF RND >0.8 THEN GOSUB 2
90
150 LOCATE X(I)+1,Y(I)+1:PEN 2:PRINT CHR
$(234);CHR$(235);"  ";
160 LOCATE X(I),Y(I)+1:CALL 360:K=PEEK(3
67):IF K>230 AND K<234 THEN GOSUB 340:IF
 FL=1 THEN FL=0:GOTO 480
170 NEXT I
180 Q$=INKEY$
190 IF B=0 THEN  IF Q$<>"" THEN G=(VAL(Q
$)*6+2):S1=VAL(Q$):F=0:B=1:SOUND 1,180,3
:IF G<>8 AND G<>14 AND G<>20 THEN B=0
200 IF B=0 THEN 130
210 FOR I=1 TO 2
220 LOCATE G+1,F+1:PRINT" "
```

```
230 F=F+1:IF F=21 THEN 610
240 LOCATE G+1,F+1:CALL 360:K=PEEK(367):
IF K<>32 THEN 390
250 PEN 1:LOCATE G+1,F+1:PRINT CHR$(252)
;
260 NEXT I
270 IF N<3 THEN C=C+1:IF C=130 THEN N=N+
1:C=0:LOCATE 9,18:PEN 3:PRINT"ENEMY REIN
FORCEMENT";:PEN 1:FOR I=1 TO 30:SOUND 1,
(I+100),3:NEXT:LOCATE 9,18:PRINT CHR$(18
);
280 GOTO 130
290 LOCATE X(I)+1,Y(I)+1:PRINT"   "
300 Y(I)=Y(I)+1-(2 AND RND>0.5)
310 IF Y(I)=0 THEN Y(I)=20
320 IF Y(I)=21 THEN Y(I)=1
330 RETURN
340 LOCATE X(I),Y(I)+1:PEN 3:PRINT CHR$(
236);CHR$(237);:SOUND 1,190,3:LOCATE  X(
I),Y(I)+1:PRINT CHR$(237);CHR$(236);:SOU
ND 1,230,5:PEN 1
350 LOCATE X(I),Y(I)+1:PRINT"   "
360 LOCATE X(I)-1,Y(I)+1:CALL 360:K=PEEK
(367):IF K=143 THEN FL=1:RETURN
370 Y(I)=INT(RND*20)+1:X(I)=29
380 RETURN
390 LOCATE G,F+1:PEN 3:PRINT CHR$(236);C
HR$(237);CHR$(236);
400 LOCATE G,F+1:PRINT CHR$(237);CHR$(23
6);CHR$(237);:SOUND 1,120,3:PEN 1:LOCATE
 G,F+1:PRINT"   ";
410 SC=INT(SC+S1*2+F/3):LOCATE 28,1:PRIN
T MID$(STR$(SC),2);
420 B=0
430 FOR I=1 TO N
440 IF F=Y(I) THEN IF G=X(I) OR G=X(I)+1
 THEN 460
450 NEXT I
460 Y(I)=INT(RND*20)+1:X(I)=29
470 GOTO 130
480 PEN 2: FOR O=2 TO 5:LOCATE O+1,Y(I)+
1:PRINT CHR$(143):SOUND 1,90,3:NEXT
490 FOR O=Y(I) TO 20:LOCATE 6,O+1:PRINT
CHR$(143);:SOUND 1,120,3:NEXT
```

```
500 FOR O=20 TO 0 STEP -1:LOCATE 6,O+1:P
RINT STRING$(27,143);
510 SOUND 1,180,3
520 LOCATE 5,O+1:CALL 360:K=PEEK(367):IF
 K=32 THEN LOCATE 5,O+1:PRINT CHR$(143)
530 LOCATE 4,O+1:CALL 360:K=PEEK(367):IF
 K=32 THEN LOCATE 4,O+1:PRINT CHR$(143)
540 NEXT O
550 LOCATE 7,5:PEN 2:PRINT"You scored";S
C;"Points.":PEN 1
560 IF SC>HS THEN LOCATE 7,7:PEN 3:PRINT
"Well done! That's a new";:LOCATE 7,8:PR
INT"High score!!":PEN 1:hs=sc
570 LOCATE 7,10:PRINT"The high-score is"
;HS
580 LOCATE 7,12:PRINT CHR$(24);"PRESS A
KEY TO PLAY AGAIN";CHR$(24);
590 IF INKEY$<>"" THEN 590
600 IF INKEY$="" THEN 600 ELSE CLS:GOTO
110
610 LOCATE G+1,21:PEN 3:PRINT CHR$(239);
:PEN 1:SOUND 1,90,3:LOCATE G+1,21:PRINT"
 "
620 B=0:GOTO 130
630 LOCATE 7,1:PRINT"D A M  E A T E R S
      "
640 FOR F=29 TO 4 STEP -1:LOCATE F+1,3:P
EN 2:PRINT CHR$(234);CHR$(235);" ";:SOUN
D 1,(F*2+50),3:NEXT:PEN 1
650 LOCATE 4,3:PEN 3:PRINT CHR$(236);CHR
$(237):SOUND 1,120,3:LOCATE 4,3:PRINT CH
R$(237);CHR$(236):SOUND 1, 90,3: FOR P=1
 TO 400:NEXT:PEN 1:LOCATE 1,3:PRINT"    "
660 CLS:LOCATE 7,1:PEN 2:PRINT"D A M  E
A T E R S         ":PEN 1
670 LOCATE 1,6:PEN 3:PRINT"Can you preve
nt the dam from    being broken by the d
am eaters? ":PEN 1
680 PRINT:PRINT"Release bombs from any o
f the 3 cannons above the dam with the
keys 1 to 3."
690 PEN 3:PRINT:PRINT"There are several
more features which you will have to wai
t to  find out !!":PEN 1
```

```
700 PRINT:PRINT
710 LOCATE 6,22:PRINT CHR$(24);"PRESS AN
Y KEY TO START";CHR$(24)
720 IF INKEY$ <>"" THEN 720
730 IF INKEY$=""THEN 730 ELSE CLS
740 RETURN
750 REM
760 SC=0:B=0
770 N=1:C=0
780 FOR I=1 TO 3:Y(I)=INT(RND*20)+1:X(I)
=29:NEXT
790 RETURN
800 SYMBOL AFTER 230
810 SYMBOL 231,119,119,0,221,221,0,119,1
19
820 SYMBOL 232,0,221,221,0,119,119,0,221
830 SYMBOL 233,221,0,119,119,0,221,221,0
840 SYMBOL 234,0,255,171,0,0,171,255,0
850 SYMBOL 235,28,39,255,255,255,255,0,0
860 SYMBOL 236,96,10,193,20,101,128,51,1
40
870 SYMBOL 237,194,40,67,24,130,40,67,16
880 SYMBOL 238,63,31,15,7,3,3,1,1
890 SYMBOL 239,2,196,40,23,232,16,231,24
900 FOR F=0 TO 20 STEP 3:LOCATE 3,F+1:PR
INT CHR$(231);CHR$(231);CHR$(231):LOCATE
 3,(F+2):PRINT CHR$(232);CHR$(232);CHR$(
232):LOCATE 3,(F+3):PRINT CHR$(233);CHR$
(233);CHR$(233):NEXT
910 PEN 2: FOR F=0 TO 20:LOCATE 1,F+1:PR
INT"":NEXT:PEN 1
920 FOR F=0 TO 31:LOCATE F+1,22:PRINT""
:NEXT
930 LOCATE 8,1:PRINT CHR$(238);"      ";C
HR$(238);"      ";CHR$(238)
940 LOCATE 22,1:PRINT"Score:0"
950 RETURN
960 RESTORE 970:FOR X=360 TO 366:READ A:
POKE X,A:NEXT:RESTORE:RETURN
970 DATA 205,96,187,50,111,1,201
```

Διαστημική κυκλοφορία

Σαν παλιατζής του 2986 πρέπει να μαζέψεις όλα τα άχρηστα διαστημόπλοια που είναι διασκορπισμένα ανάμεσα στα αστεροειδή του ηλιακού συστήματος. Για κακή σου τύχη, όμως, πέφτεις θύμα άνανδρων επιθέσεων από πειρατές του διαστήματος που μπορείς, είτε να αποφύγεις, είτε να πολεμήσεις.

Τα άχρηστα διαστημόπλοια και οι γερασμένοι δορυφόροι μαζεύονται, μπαίνοντας μέσα σε αυτά, ενώ κάθε «παλιοσιδερικό» που μαζεύεις προσθέτει βαθμούς στο σκορ σου. Η σύγκρουση με ο,τιδήποτε είναι θανατηφόρα, γι' αυτό χρειάζεται ιδιαίτερη προσοχή κάθε μανούβρα που γίνεται. Ευτυχώς που υπάρχουν μπόλικες ζωές στην αρχή του παιχνιδιού.

```
10 REM SPACE TRAFFIC.
20 REM @ PAUL STANLEY.
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
35 REM WINDOW #5,1,40,1,1
40 GOSUB 900
50 GOSUB 750
60 GOSUB 650
70 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
80 HS=0
90 FOR F=1 TO 4:LOCATE 1,1:PRINT" -----
ASTEROIDS DETECTED ----- ";:LOCATE 1,1:P
RINT CHR$(24);" ----- ASTEROIDS DETECTED
 ----- ";CHR$(24);:FOR D=-2 TO 5:SOUND 1
,F*10+D+40,3:SOUND 2,F+D+40,3:NEXT D,F
100 X1=X
110 X=X-(INKEY(1)=0 AND X<26)+(INKEY(8)=
0 AND X>5)
120 LOCATE X+1,8:CALL 360:LL=PEEK(367):I
F LL<>238 AND LL<>32 AND LL<>46 THEN HIT
=1
130 IF LL=238 THEN SC=SC+1:FOR XX=10 TO
25 STEP 5:SOUND 1,XX*10,3:NEXT
140 LOCATE X1+1,7:PRINT" ";:LOCATE 32,25
:PRINT"  ";:LOCATE X+1,7:PRINT CHR$(231)
;
150 IF Q=6 THEN IF W=X THEN SOUND 1,90,3
:SOUND 1,120,3:SOUND 1,180,3:GOSUB 410
```

```
160 IF HIT=1 THEN HIT=0:SOUND 1,120,3:GO
SUB 410
170 IF INKEY(47)=0 THEN GOSUB 530
180 L=INT(RND*30):G=(INT(RND*3)*2)+1
190 LOCATE L+1,21:PRINT MID$(A$,G,2);:LO
CATE L+1,22:PRINT MID$(B$,G,2);
200 IF C>400 THEN L=INT(RND*30):G=(INT(R
ND*3)*2)+1:LOCATE L+120,1:PRINT MID$(A$,
G,2);:LOCATE L+1,22:PRINT MID$(B$,G,2);

210 IF C=200 THEN A$=CHR$(233)+CHR$(234)
+CHR$(232)+" "+CHR$(241)+" ":B$=CHR$(235
)+CHR$(236)+"     "
220 IF C=300 THEN A$=CHR$(233)+CHR$(234)
+CHR$(233)+CHR$(234)+CHR$(233)+CHR$(234)
:B$=CHR$(235)+CHR$(236)+CHR$(235)+CHR$(2
36)+CHR$(235)+CHR$(236)
230 IF RND>0.6 THEN LX=INT(RND*30):PEN 2
:LOCATE LX+1,22:PRINT CHR$(237);:PEN 1
240 IF RND<0.4 THEN LX=INT(RND*30):PEN 3
:LOCATE LX+1,22:PRINT CHR$(238);:PEN 1
250 LOCATE X+1,9:CALL 360:LL=PEEK(367):I
F LL=237 THEN GOSUB 340
260 LOCATE X+1,10:CALL 360:LL=PEEK(367):
IF LL=237 THEN GOSUB 340
270 LOCATE X+1,11:CALL 360:LL=PEEK(367):
IF LL=237 THEN GOSUB 340
280 LOCATE X+1,12:CALL 360:LL=PEEK(367):
IF LL=237 THEN GOSUB 340
290 C=C+1
300 IF C>400 THEN 100
310 Q=Q-2:LOCATE W+1,Q+1:PRINT CHR$(239)
;:LOCATE W+1,Q+2:PRINT " ";:IF Q=0 THEN
Q=20:W=X
320 GOTO 100
330 IF LI<>0 THEN RETURN
340 REM
350 LOCATE X+1,12:CALL 360:LL=PEEK(367):
IF LL=237 THEN D=88
360 LOCATE X+1,11:CALL 360:LL=PEEK(367):
IF LL=237 THEN D=96
370 LOCATE X+1,10:CALL 360:LL=PEEK(367):
IF LL=237 THEN D=104
380 LOCATE X+1,9:CALL 360:LL=PEEK(367):I
F LL=237 THEN D=112
```

```
390 IF D>112 THEN D=112
400 PLOT (X*8+3)*2+64,D*2+48,2:DRAWR 0,(
120-D)*2,2:FOR F=10 TO 20 STEP 2:SOUND 1
,F*20,3:NEXT F:PLOT (X*8+3)*2+64,D*2+48,
0:DRAWR 0,(120-D)*2,0
410 PEN 3:FOR G=1 TO 2:FOR F=5 TO 0 STEP
 -1:LOCATE (X-5+F)+1,F+1:PRINT".";:LOCAT
E (X+5-F)+1,F+1:PRINT".";:LOCATE (X-5+F)
+1,(10-F)+1:PRINT".";:LOCATE (X+5-F)+1,(
10-F)+1:PRINT".";:LOCATE X+1,F+1:PRINT".
";
420 LOCATE X+1,(10-F)+1:PRINT".";:LOCATE
 (X+5-F)+1,6:PRINT"."
430 LOCATE (X-5+F)+1,6:PRINT".";:NEXT F,
G:PEN 1:LOCATE X+1,6:PRINT" "
440 LI=LI-1:PEN 2:LOCATE 1,1:PRINT CHR$(
24);"LIVES LEFT:";LI;CHR$(24);:PEN 3:PRI
NT TAB(24);"SCORE";SC;:PEN 1:FOR F=-5 TO
 2:SOUND 1,90+F*10,3:NEXT F:FOR F=1 TO 1
000:NEXT
450 IF LI<>0 THEN RETURN
460 FOR F=1 TO 4:SOUND 1,F*20-F,3:SOUND
2,F*30,3:NEXT
470 CLS:LOCATE 1,5:PEN 2:PRINT CHR$(24);
"You scored";SC;" POINTS.";CHR$(24);:PEN
 1
480 IF SC>HS THEN SC=HS:LOCATE 1,12:PRIN
T CHR$(24);"C O N G R A T U L A T I O N
S!";CHR$(24);:PEN 3:PRINT"     That is a
new high score   ";:PEN 1
490 LOCATE 3,23:PEN 2:PRINT CHR$(24);"PR
ESS ANY KEY TO PLAY AGAIN"; CHR$(24);:PE
N 1
500 IF INKEY$<>"" THEN 500
510 IF INKEY$="" THEN 510 ELSE CLS:GOSUB
 870:GOTO 90
520 PEN 3:PRINT:PRINT CHR$(24);"The high
 score is";HS;CHR$(24);:PEN 1
530 SC=SC-1:FOR F=7 TO 17
540 LOCATE X+1,F+1:PRINT".":SOUND 1,F*7,
3
550 LOCATE X+1,F+1:PRINT" ";:LOCATE X+1,
F+2:CALL 360:LL=PEEK(367):IF LL<>32 THEN
 570
```

```
560 NEXT F
570 IF LL=238 THEN RETURN
580 LOCATE X+1,F+2:PRINT" ":FOR D=1 TO 3
:SOUND 1,D*20,3:NEXT D
590 IF RND>0.4 THEN RETURN
600 T=INT (RND*4+1)
610 FOR D=0 TO T:LOCATE (X-D)+1,(F+1-D)+
1:PRINT CHR$(232);:LOCATE (X+D)+1, (F+1-
D)+1:PRINT CHR$(232);:LOCATE (X-D)+1,(F+
1+D)+1:PRINT CHR$(232);:LOCATE X+D+1,F+D
+2:PRINT CHR$(232);
620 SOUND 1,190,3
630 IF D<T THEN LOCATE (X-D)+1,(F+1-D)+1
:PRINT " ";:LOCATE (X+D)+1, (F+1-D)+1:PR
INT " ";:LOCATE (X-D)+1,(F+1+D)+1:PRINT
" ";:LOCATE X+D+1,F+D+2:PRINT " ";
640 NEXT D:RETURN
650 PEN 2:PRINT CHR$(24);"        S P A
C E   T R A F F I C        ";CHR$(24);:PE
N 1
660 PEN 3:LOCATE 1,5:PRINT"You are flyin
g through space when you   encounter an
asteroid belt.":PEN 1
670 PRINT:PRINT"Enemy craft (";:PEN 2:PR
INT ;CHR$(237);:PEN 1:PRINT ;") will fir
e at you given";"the chance, and other m
issiles are      aimed right at you."
680 PEN 2:PRINT:PRINT"To score you have
to recover lost       satellites (";:PEN
 3:PRINT CHR$(238);:PEN 2:PRINT ") in th
e process.":PEN 1
690 PEN 3:PRINT:PRINT:PRINT CHR$(24);"
   Use Left and right arrow Keys.     ";
CHR$(24);:PEN 1
700 PRINT CHR$(24);"                 SPACEBAR
 TO FIRE              ";CHR$(24)
710 LOCATE 10,22:PEN 2:PRINT CHR$(24);"P
RESS ANY KEY TO START";CHR$(24);:PEN 1
720 IF INKEY$<>"" THEN 720
730 IF INKEY$=""THEN 730 ELSE CLS
740 RETURN
750 SYMBOL AFTER 230
760 SYMBOL 231,254,124,40,124,40,56,16,1
6
```

```
770 SYMBOL 232,0,48,72,84,72,48,0,0
780 SYMBOL 233,1,2,60,64,160,132,136,129
790 SYMBOL 234,224,152,8,136,70,9,17,145
800 SYMBOL 235,130,144,121,5,4,5,6,3
810 SYMBOL 236,133,3,20,72,16,32,32,192
820 SYMBOL 237,129,66,60,36,36,60,66,129
830 SYMBOL 238,16,16,56,84,84,56,16,124
840 SYMBOL 239,0,16,8,16,32,16,16,56
850 SYMBOL 240,24,54,41,66,169,130,84,56
860 SYMBOL 241,38,91,162,152,130,106,60,
4
870 A$=CHR$(232)+" "+CHR$(240)+" "+CHR$(
241)+" ":B$="       ":X=15:C=0:HIT=0:SC=0
880 Q=20:W=X:LI=5
890 RETURN
900 RESTORE 910:FOR XX=360 TO 366:READ A
A:POKE XX,AA:NEXT:RESTORE:RETURN
910 DATA 205,96,187,50,111,1,201
```

Ρίζες

Το πρόγραμμα αυτό χρησιμοποιώντας την μέθοδο NEWTON-RAPHSON βρίσκει την τετραγωνική ρίζα οποιουδήποτε αριθμού. Επειδή όμως οι υπολογιστές, ως γνωστόν, είναι απλώς μηχανές μπορούν να κάνουν και λάθος! Στο παρακάτω πρόγραμμα φαίνεται καθαρά το σφάλμα, το οποίο γίνεται, όταν ο υπολογιστής, που χρησιμοποιεί δυαδική αριθμητική, προσπαθεί να συνεννοηθεί με εμάς που χρησιμοποιούμε δεκαδική.

```
10 REM ROOTS.
20 REM @ MICHAEL BEWS.
30 MODE 1:BORDER 1:INK 0,1:INK 1,24:INK
2,1:INK 3,24:CLS
40 PRINT"                    ROOTS
        "
50 PRINT:PRINT:PRINT"This program calcul
ates roots using boththe internal ^ func
tion in the computer ROM  and  Newton Ra
phson  reiterative   approximation."
60 PRINT:PRINT"When is a '5' not a five
??"
70 PRINT"The program will demonstrate on
e of the problems faced by your computer
 when it tries  to  convert  the  result
  of its binary system calculations into
 decimal for display on the screen."
80 PRINT"Although we would need to emplo
y machinecode methods to actually see th
e 'bit'  difference  between  two  seem
ingly   identical numbers, we can show
you the   'impossible' as your computer
'fails' "
90 PRINT"to  recognise  the  number  for
  which  it   is   searching."
100 PRINT: PRINT"        PRESS ANY KEY TO
 CONTINUE        "
110 IF INKEY$<>"" THEN 110
```

```
120 IF INKEY$="" THEN 120 ELSE CLS
130  PRINT"                    ROOTS"
140 PRINT:PRINT"Any  Root  may  be  calc
ulated  by      Reiterative approximatio
n using:
               A = ((N/G^(R-1))+G*(R-1)
)/2            "
150 PRINT:PRINT"Where N = ORIGINAL NUMBE
R                    R = ROOT REQUIRED
                     G = ANY NUMBER
                     A = APPROXIMATION
TO ROOT N            PRODUCED BY THE FO
RMULA."
160 PRINT:PRINT"IF A<>G then we let G=A
and apply the   formula repeatedly makin
g G equal to thepreceding value of  A  u
ntil           A = G (= ROOT N)."
170 PRINT:PRINT:PRINT:PRINT"         PRES
S ANY KEY TO CONTINUE"
180 IF INKEY$<>"" THEN 180
190 IF INKEY$="" THEN 190 ELSE CLS
200 PRINT"            ROOTS @ MICHAEL BEWS
"
210 PRINT STRING$(40,127)
220 PRINT"        A = ((N/G^(R-1))+G*(R-1
))/2
230 PRINT: PRINT STRING$(40,127)
240 PRINT"Example:To find SQ.Root of 16
                LET G=3 (a reasonable
guess as        SQ.Root 16 = 4 as you
know!)"
250 REM
260 G=3:N=16
270 GOSUB 280:GOTO 310
280 A=(N/G+G)/2:RETURN
290 LOCATE 1,9:PRINT
300 PRINT:PRINT
310 PRINT"G=";G;"GIVES A=";A
320 PRINT:PRINT"WE NOW LET G=";A
330 PRINT
340 G=A:GOSUB 280
350 PRINT"G=";G;": A=";A
360 IF A=G THEN GOTO 380
370 GOTO 340
```

```
380 PRINT"Therefore SQ.ROOT 16=";A
390 PRINT"YOUR COMPUTER SAYS ROOT 16=";A
400 LOCATE 1,24:PRINT"              PRESS [
ENTER]":INPUT X$
410 CLS
420 PRINT"Example: To find SQ.ROOT of 25
        "
430 LOCATE 3,3:PRINT"LET G=3 AGAIN";
440 PRINT:PRINT:G=3:N=25:GOSUB 280
450 LOCATE 1,5:PRINT"G=";G;"GIVES A=";A
460 PRINT:PRINT"WE NOW LET G=";A:PRINT
470 G=A:GOSUB 280
480 PRINT"G=";G;": A=";A
490 IF A=G THEN GOTO 510
500 GOTO 470
510 PRINT:PRINT"THEREFORE SQ.ROOT OF 25
=";A
520 PRINT: PRINT"BUT YOUR COMPUTER FAILE
D TO STOP THE    FIRST TIME THAT G AND A
 BOTH EQUALLED 5"
530 PRINT:PRINT"[BECAUSE G IS NOT PRECIS
ELY 5!]";
540 PRINT:PRINT:PRINT"PRESS [R] TO REPEA
T THE EXAMPLES    OR  ANY OTHER KEY TO T
RY YOUR OWN."
550 X$=INKEY$:IF X$="" THEN 550
560 IF X$="R" OR X$="r" THEN CLS:GOTO 20
0
570 CLS:PRINT"     R O O T S   @1983 MIC
HAEL BEWS    "
580 LOCATE 1,3:PRINT"ENTER  NUMBER  [N]
      :":PRINT"( >0 and <1000000)":LOCATE
 27,3: INPUT N$
590 IF N$="" THEN GOTO 580 ELSE IF ASC(N
$)<48 THEN LOCATE 27,3:PRINT CHR$(18);:
GOTO 580
600 IF VAL(N$)<0.01 OR VAL(N$)>1000000 T
HEN LOCATE 27,3:PRINT CHR$(18);: GOTO 58
0
610 N=VAL(N$)
620 LOCATE 1,7:PRINT"ENTER ROOT NUMBER
[R]  :":PRINT"( >1 and <50)":LOCATE 27,7
:INPUT R$
630 IF R$="" THEN GOTO 620
```

```
640 IF VAL(R$)>50 OR VAL(R$)<2 THEN LOCA
TE 27,7:PRINT SPACE$(11):GOTO 620
650 R=INT(VAL(R$))
660 FOR X = 1 TO 500:NEXT
670 MODE 2:BORDER 0:PAPER 0:INK 1,24:INK
 0,0:CLS:PRINT "
      R O O T S":LOCATE 1,3
680 G=2*(N^(1/R)):X=1
690 A=(N/G^(R-1)+G*(R-1))/R
700 SOUND 1,100,5: PRINT X;:SOUND 1,180,
5:PRINT"> A=";:SOUND 1,120,5:PRINT A,':S
OUND 1,90,20
710 IF ABS(A-G)<0.00001 THEN GOTO 730
720 X=X+1:G=A:GOTO 690
730 LOCATE 20,18:PRINT"   THE ";R;" ROOT
 OF ";N;"= ";A
740 LOCATE 20,19: PRINT"   CHECK USING C
OMPUTER [^] FUNCTION"
750 LOCATE 23,20:PRINT"   ";A;"^";R;"=";
A^R
760 LOCATE 27,22:PRINT"   PRESS  [Q] TO
QUIT"
770 LOCATE 38,23:PRINT"OR"
780 LOCATE 27,24:PRINT" ANY OTHER KEY TO
 REPEAT"
790 IF INKEY$<>"" THEN 790
800 X$=INKEY$:IF X$="" THEN 800
810 IF X$="Q" THEN STOP
820 MODE 1:GOTO 570
```

Αριθμογράμματα

Να και ένα τεστ λογικής: ο υπολογιστής σου δίνει να βρεις το αποτέλεσμα ενός αθροίσματος. Σιγά τα δύσκολα θα μου πείτε, μέχρι να προσέξετε ότι οι αριθμοί που δίνονται είναι κωδικοποιημένοι σαν γράμματα και ο αριθμός που ζητάμε είναι και αυτός μια λέξη! Το πρόγραμμα δίνει πάντα έναν διαφορετικό αριθμό και η απάντηση που δίνεται βρίσκεται μόνο με την σωστή «γραμμαριθμητική».

```
10 REM WORDSUM
20 REM @ MICHAEL BEWS
30 MODE 1
40 INK 0,1:INK 1,24:INK 2,20: INK 3,6
50 FOR X= 0 TO 7: WINDOW #X,1,40,1,25:NE
XT
60 BORDER 0:PAPER #0,0:PEN #0,1:WINDOW #
1, 2,39,9,18:PEN #1,0:PAPER #1,3
70 GOSUB 880
80 REM ******** START *********
90 T=0
100 NN=1+INT(RND*N)
110 IF MID$(W$(NN),6,1)=" " THEN X=5 ELS
E X=6
120 P$=MID$(W$(NN),1,X)
130  CLS #1
140 LOCATE #0,9,2:PRINT #0,"WORDSUM  @ M
ICHAEL BEWS"
150 FOR I=1 TO 8
160 LOCATE #1, 9,I:PRINT #1, B$;
170 NEXT
180 REM **** GET RANDOM LETTER *****
190 FOR X=1 TO LEN(P$)
200 A$(X)=MID$(P$,X,1)
210 IF X=1 THEN 250
220 FOR Z=1 TO X-1
230 IF A$(X)=A$(Z) THEN A(X)=A(Z):GOTO 3
10
240 NEXT Z
250 A(X)=INT(RND*10)
```

```
260 IF A(1)=0 THEN 250
270 IF X=1 THEN 310
280 FOR Y=1 TO X-1
290 IF A(X)=A(Y) THEN 250
300 NEXT Y
310 NEXT X
320 P=0
330 FOR X=LEN(P$) TO 1 STEP-1
340 T=INT(T+(A(X)*10^P))
350 P=P+1
360 NEXT X
370 S=9*(1000+INT(RND*9000))
380 I=T-S
390 S$=STR$(S):T$=STR$(T):I$=STR$(I)
400 S$=MID$(S$,2):T$=MID$(T$,2):I$=MID$(
I$,2)
410 FOR X=1 TO LEN(T$)
420 FOR Y=1 TO LEN(I$)
430 IF MID$(I$,Y,1)=MID$(T$,X,1) THEN C(
X)=1:MID$(I$,Y,1)=A$(X)
440 NEXT Y
450 NEXT X
460 FOR X=1 TO LEN(T$)
470 FOR Y=1 TO LEN(S$)
480 IF MID$(S$,Y,1)=MID$(T$,X,1) THEN C(
X)=1:MID$(S$,Y,1)=A$(X)
490 NEXT Y
500 NEXT X
510 FOR X=1 TO LEN(T$)
520 IF C(X)=0 THEN MID$(T$,X,1)=A$(X)
530 NEXT X
540 REM *** PRINT SUM ON SCREEN ****
550 LOCATE #1, 23-2*LEN (I$),2:PRINT #1,
;
560 FOR X=1 TO LEN(I$)
570 PRINT #1, MID$(I$,X,1);" ";
580 NEXT
590 LOCATE #1, 23-2*LEN(S$),4:PRINT #1,;

600 FOR X=1 TO LEN(S$)
610 PRINT #1, MID$(S$,X,1);" ";
620 NEXT
630  SD= 180:GOSUB 1060
640 LOCATE #1, 10,5:PRINT #1,"----------
---";
```

```
650 LOCATE #1,23-2*LEN(T$),7:PRINT #1,;
660 FOR X=1 TO LEN(T$)
670 PRINT #1, MID$(T$,X,1);" ";
680 NEXT
690  SD= 120:GOSUB 1060
700  LOCATE #0, 1,20:PRINT #0,"   PRESS
[SPACE] TO REVEAL THE WORD";
710 IF INKEY$<>"" THEN 710
720 K$=INKEY$:IF K$="" THEN 720
730 IF K$<>" " THEN 720
740 LOCATE #1,7-LEN(I$),2:PRINT #1, STR$
(I);
750 LOCATE #1,7-LEN(S$),4:PRINT #1,STR$(
S);
760   SD= 90:GOSUB 1060
770 LOCATE #1,1,5:PRINT #1,"-------";
780 LOCATE #1,7-LEN(T$),7:PRINT #1,STR$(
T);
790 LOCATE #1,25,7:PRINT #1,;
800 FOR X=1 TO LEN(T$)
810 PRINT #1,A$(X);" ";
820 NEXT
830  SD= 120:GOSUB 1060
840 LOCATE #0,1,20:PRINT #0,"    PRESS [
1] FOR ANOTHER WORDSUM     ";
850 IF INKEY$<>"1" THEN 850
860 FOR I= 1 TO 6:C(I)=0:NEXT
870 GOTO 80
880 REM INITIALISE SECTION
890 DIM A(10),C(10),A$(10),W$(60)
900 B$=SPACE$(8)
910 LOCATE #0,11,11:PRINT"5 SECONDS TO G
O..."
920 FOR I=1 TO 60
930 W$(I)="       "
940 NEXT
950 N=1
960 READ W$(N):IF W$(N)="!" THEN N=N-1:R
ETURN
970 N=N+1:GOTO 960
980 DATA HEARTH,YELLOW,ENGINE,RABBIT,CAR
PET,CLEVER,FEASTS,SHADES,POTATO,RADIOS
990 DATA THAMES,CARROT,TOMATO,CHEESE,BUT
TER,RUDDER,HEATER,PLINTH,FARMER,TROPHY
```

```
1000 DATA CHERRY,HAPPEN,COFFEE,TEAPOT,MO
THER,SISTER,HOUSES,CABINS,ISLAND,PIRATE
1010 DATA SILVER,JEWELS,BOUNTY,TOWELS,PL
ANES,PLANTS,HOCKEY,TENNIS,COSTLY,LEMONS
1020 DATA APPLES,ORANGE,VIOLET,ROBBER,RA
THER,POINTS,PAINTS,TANDEM,LETTER,LITTER
1030 DATA LATTER,FASTER,MASTER,MISTER
1040 DATA !
1050 STOP
1060 FOR XY =45 TO 5 STEP -1: SOUND 1,sd
,2,INT(XY/5):NEXT:RETURN
```

Πύραλος V-2

Σαν πιλότος δοκιμών πρέπει να δείξεις την αξία σου δοκιμάζοντας τον ολοκαίνουργιο πύραυλο V-2 πάνω από εχθρικό έδαφος. Ο πύραυλος αυτός, παρ' όλη τη ταχύτητα του, έχει μόνο μια βόμβα και θα πρέπει να είσαστε αρκετά εύστοχοι για να κρατήσετε την φήμη του Άσσου. Σκοπός σας είναι να βομβαρδίσετε το φυλάκιο στο κάτω μέρος της οθόνης (με την μια σας βόμβα) χωρίς να ξέρετε καλά-καλά πώς πρέπει να χειριστείτε την «Ιπτάμενη Βόμβα» σας. Άμα τα καταφέρετε όμως, θα μπορείτε να υπερηφανευόσαστε για τις πτητικές σας ικανότητες.

```
10 REM FLYING BOMB
20 REM @ MICHAEL BEWS
30 GOSUB 630
40 MODE 1:BORDER 1:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:CLS #1
50 SC=0
60 PO=0:CR=0:DIST=270000:DC=DIST:TH=1000
:D=0:H=4:DK=D:HK=H:S=150
70 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #1
,1:CLS #0
80 PEN 3:PAPER 0:PRINT CHR$(24);" FLYING
 BOMB ";CHR$(24);:PEN 1
90 LOCATE 1,3:PEN 2:PRINT"SCORE:":PEN 3:
LOCATE 7,3:PRINT SC:PEN 1
100 LOCATE 14,1:PRINT"MLS TO TARGET":LOC
ATE 18,2:PEN 3:PRINT"HEIGHT FT":LOCATE 1
8,3:PEN 2:PRINT"SPEED NTS":PEN 1
110 LOCATE 1,19:PRINT STRING$(32," ")
120 LOCATE 1,22:PEN 3:PRINT CHR$(24);"UP
 & DOWN CURSOR KEYS FOR HEIGHTLEFT AND R
IGHT FOR SPEED AND THECOPY KEY TO RELEAS
E BOMB!          ";CHR$(24):PEN 1
130 LOCATE 32,15:PRINT CHR$(235);:LOCATE
 31,16:PRINT CHR$(236);CHR$(143);:LOCATE
 30,17:PRINT CHR$(236);CHR$(143);CHR$(14
3);:LOCATE 29,18:PRINT CHR$(236);CHR$(14
3);CHR$(143);CHR$(143);
140 REM *** MAIN ROUTINE ***
```

```
150 LOCATE 28,2:PRINT"    ":LOCATE 27,2:
PEN 2:PRINT INT((17-H)*100-20):PEN 1
160 PEN 3:LOCATE 28,1:PRINT"     ":LOCAT
E 27,1:PRINT(27-D)/5:PEN 1
170 LOCATE 28,3:PRINT"    ":LOCATE 27,3:
PEN 3:PRINT S*2:PEN 1
180 LOCATE DK+1,HK+1:PRINT"  ":LOCATE D+
1,H+1:PRINT CHR$(231);CHR$(232);:HK=H:DK
=D
190 IF INKEY$="" THEN 260
200 IF INKEY(1)=0 THEN S=S+5:IF S>195 TH
EN S=195
210 IF INKEY(8)=0 THEN S=S-5:IF S<45 THE
N LOCATE 12,17:PRINT CHR$(24);"STALLED!"
;CHR$(24):GOTO 580
220 IF INKEY(0)=0 THEN H=H -0.1
230 IF INKEY(2)=0 THEN H=H+0.1:IF H>16.8
 THEN 500
240 IF H<2.2 THEN H=2.2
250 IF INKEY(9)=0 THEN LOCATE DK+1,HK+1:
PRINT CHR$(231);CHR$(233);:GOTO 310
260 IF H>13 AND D>27 THEN 520
270 REM *** MOVE CLOSER ***
280 DC=DC-S:D=INT((DIST-DC)/TH)
290 IF D>30 THEN GOTO 540
300 GOTO 140
310 REM *** BOMB DROPPED ***
320 Y=1:V=H+1:F=D+1:HK=V:DK=F
330 X=Y*Y*(1-S/200)
340 SOUND 1,120,4
350 V=V+X/40:F=F+Y/8
360 IF V>15 AND F>28 THEN 430
370 IF V>18.5 OR F>31 THEN 540
380 LOCATE DK+1,HK+1:PRINT" ";
390 LOCATE F+1,V+1:PRINT CHR$(234)
400 HK=V:DK=F
410 Y=Y+1:GOTO 330
420 REM *** WON GAME ***
430 LOCATE DK+1,HK+1:PRINT" ";
440 LOCATE 12,17:PEN 2:PRINT"CONGRATULAT
IONS!":PEN 1
450 SC=SC+1:LOCATE 7,3:PEN 3:PRINT SC
460 LOCATE 32,15:PRINT " ";:LOCATE 31,16
:PRINT"  ";:LOCATE 30,17:PRINT"   ";:LOC
ATE 29,18:PRINT"    "
```

```
470 FOR X=-10 TO 10:SOUND 1,(X+100),4:NE
XT
480 FOR X=1 TO 1000:NEXT:RESTORE:GOTO 60
490 REM *** DITCHED ***
500 LOCATE 12,17:PEN 2:PRINT CHR$(24);"D
ITCHED!";CHR$(24);:PEN 1:GOTO 590
510 REM *** CRASH ON TARGET ***
520 LOCATE 12,17:PRINT"THAT'S CLEVER!":G
OTO 460
530 REM *** LOST GAME ***
540 LOCATE DK+1,HK+1:PRINT"   "
550 LOCATE 12,17:PEN 3:PRINT" LOST! ":PE
N 1
560 GOTO 590
570 REM *** STALLED ***
580 FOR X=H TO 17:LOCATE D+1,X+1:PRINT"
 ";:LOCATE D+1,X+2:PRINT CHR$(231);CHR$(
232):NEXT
590 FOR X=-10 TO 10: SOUND 1,(X+150),3:N
EXT
600 FOR X=1 TO 1000:NEXT
610 RESTORE:GOTO 60
620 STOP
630 SYMBOL AFTER 230
640 SYMBOL 231,192,64,127,26,15,0,0,0
650 SYMBOL 232,0,0,248,175,254,190,127,1
90
660 SYMBOL 233,0,0,248,175,254,0,0,0
670 SYMBOL 234,0,0,0,0,0,190,127,190
680 SYMBOL 235,64,64,64,64,64,64,64,255
690 SYMBOL 236,1,3,7,15,31,63,127,255
700 RETURN
```

Ψαροντουφεκάς

Εντάξει παιδιά, τη μάσκα, τα βατραχοπέδιλα και βουρ στο νερό! Πάμε για ψάρεμα! Σκοπός του παιχνιδιού είναι να πιάσετε όσο μπορείτε περισσότερα ψάρια. Τα ψάρια πιάνονται αρκετά εύκολα με το ψαροντούφεκο, αν βρίσκεστε κοντά τους. Κάθε στιγμή όμως καραδοκούν οι καρχαρίες που, παρά την αδιαφορία τους, είναι πολύ επικίνδυνοι, όταν πεινάσουν. Οι μπουκάλες σου έχουν αέρα για τρία μόνο λεπτά και μέσα στο διάστημα αυτό πρέπει να μαζέψεις ένα πλούσιο γεύμα για σένα και τους φίλους σου. Και αν πανικοβληθούν τα ψάρια, είναι πολύ δύσκολο να τα πιάσεις.

```
10 REM SCUBA
20 REM @ H.WALWYN
30 AIR=180
40 GOSUB 1330: MODE 1:BORDER 14:INK 0,1:
INK 1,24:INK 2,20:INK 3,6:WINDOW #1,1,40
,1,25:PAPER #1,0:PEN #1,1:CLS #1: GOSUB
1140
50 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
60 P=0
70 S$=""
80 FOR X=231 TO 243:S$=S$+CHR$(X):NEXT
90 U(1)=2:U(2)=2:U(3)=2
100 U(4)=3
110 U(5)=1
120 U(6)=1
130 REM
140 GOSUB 1240
150 FOR K=4 TO 6
160 S(K)=1
170 X(K)=0:Y(K)=INT(RND*11+11):D(K)=INT(
RND*3-1)
180 NEXT K
190 X(7)=23:Y(7)=4:S=1:T=1
200 REM INKEY$
```

```
210 REM INPUT
220 LOCATE X(7)+1,Y(7)+1:PRINT" ";:IF Z$
=CHR$(243) THEN LOCATE X(7)+1,Y(7)+1:PRI
NT CHR$(243)
230 AIR=AIR-1
240 IF INKEY(2)=0 THEN 310
250 IF T=1 THEN AIR=180:GOTO 530
260 IF INKEY(0)=0 THEN 360
270 IF Y(7)<1 THEN 530
280 IF INKEY(1)=0 THEN 430
290 IF INKEY(8)=0 THEN 480
300 GOTO 530
310 IF T=1 AND Y(7)>4 THEN T=0
320 Y(7)=Y(7)+1: IF S=12 THEN S=11: GOTO
 340
330 S=12
340 IF Y(7)>21 THEN Y(7)=21
350 GOTO 530
360 Y(7)=Y(7)-1: IF S=12 THEN S=11: GOTO
 380
370 S=12
380 IF Y(7)<5 AND X(7)>20 AND X(7)<26 TH
EN 410
390 IF Y(7)<5 THEN Y(7)=5
400 GOTO 530
410 X(7)=23:IF Y(7)<5 THEN T=1:'mc=3
420 GOTO 530
430 X(7)=X(7)+1:IF (S<5 AND S>2) THEN S=
11: GOTO 460
440 IF S=1 THEN S=2:GOTO 460
450 S=1
460 IF X(7)>31 THEN X(7)=31
470 GOTO 530
480 X(7)=X(7)-1:IF S<3 THEN S=12:GOTO 51
0
490 IF S=3 THEN S=4:GOTO 510
500 S=3
510 IF X(7)<0 THEN X(7)=0
520 GOTO 530
530 LOCATE X(7)+1,Y(7)+1:CALL 360:KK=PEE
K(367):LOCATE X(7)+1,Y(7)+1:PRINT MID$(S
$,S,1);:IF KK>234 OR KK<241 THEN 550
540 GOTO 660
550 FOR K=1 TO 6
```

```
560 IF X(K)=X(7) AND Y(K)=Y(7) THEN 580
570 NEXT K:GOTO 660
580 IF K<4 AND S(K)=2 THEN 980
590 IF K<4 THEN 570
600 FOR L=1 TO 5:LOCATE X(K)+1,Y(K)+1:PR
INT" ";:FOR M= 1 TO 10:NEXT M
610 LOCATE X(K)+1,Y(K)+1:PRINT" ";:FOR M
=1 TO 10:NEXT M,L
620 LOCATE X(K),Y(K):PRINT" ";
630 P=P+1
640 X(K)=0:Y(K)=0
650 S(K)=0
660 REM FISH
670 R=INT(RND*100)+1:IF R>8 THEN 890
680 IF R>6 THEN R=R-3
690 IF S(R)<>0 THEN 790
700 S(R)=1:IF RND>0.5 THEN 750
710 X(R)=0: Y(R)=INT(RND*11+10)
720 FS=5:M(R)=INT(RND*2+1):D(R)=INT(RND*
3-1)
730 IF R<4 THEN FS=7
740 T$(R)=MID$(S$,FS,1):GOTO 890
750 X(R)=31:Y(R)=INT(RND*11+10)
760 FS=6:M(R)=-INT(RND*2+1):D(R)=INT(RND
*3-1)
770 IF R<3 THEN FS=9
780 T$(R)=MID$(S$,FS,1):GOTO 890
790 IF S(R)=1 THEN 820
800 S(R)=1:IF RND>0.5 THEN 720
810 GOTO 760
820 D(R)=INT(RND*9-4):M(R)=M(R)*2*(INT(R
ND*3-1))
830 S(R)=2: IF R<4 THEN 870
840 IF SGN(M(R))=1 THEN T$(R)=MID$(S$,5,
1)
850 IF SGN(M(R))=-1 THEN T$(R)=MID$(S$,6
,1)
860 GOTO 890
870 IF SGN(M(R))=1 THEN T$(R)=MID$(S$,7,
1)
880 IF SGN(M(R))=-1 THEN T$(R)=MID$(S$,1
0,1)
890 FOR K=1 TO 6:IF S(K)=0 THEN 970
900 LOCATE X(K)+1,Y(K)+1:PRINT " ";:Y(K)
=Y(K)+D(K):X(K)=X(K)+M(K)
```

```
910 IF Y(K)<5 THEN Y(K)=5
920 IF Y(K)>17 THEN Y(K)=17
930 IF RND>0.92 THEN D(K)=INT(RND*3-1)
940 IF X(K)<0 THEN X(K)=31
950 IF X(K)>31 THEN X(K)=0
960 LOCATE X(K)+1,Y(K)+1:PRINT T$(K);
970 NEXT K:GOTO 1010
980 REM SWIMMER/SHARK
990 LOCATE 1,5:PEN 3:PRINT"EATEN BY SHAR
K!":PEN 1
1000 GOTO 1090
1010 REM
1020 LOCATE 1,23:PEN 3:PRINT CHR$(24);"F
ISH CAUGHT=";P;CHR$(24):PEN 1:IF T=1 THE
N 200
1030 LOCATE 17,23:PRINT CHR$(24);"AIR LE
FT=";AIR;CHR$(24);
1040 IF AIR<=0 THEN 1060
1050 GOTO 200
1060 REM
1070 LOCATE 1,6:PRINT P;"FISH CAUGHT FOR
 SUPPER"
1080 LOCATE 4,10:PEN 3:PRINT CHR$(24);"R
AN OUT OF AIR...";CHR$(24);:PEN 1
1090 FOR ZZ=1 TO 2000:NEXT: LOCATE 3,12:
PRINT CHR$(24);"PRESS ANY KEY FOR ANOTHE
R GAME";CHR$(24);
1100 IF INKEY$<>"" THEN 1100
1110 IF INKEY$="" THEN 1110
1120 RUN
1130 STOP
1140 REM INSTRUCTIONS
1150 PEN 1:PRINT TAB(17);CHR$(24);"S C U
 B A";CHR$(24);:PEN 1
1160 PRINT:PRINT "You are a scuba diver
on a raft about toswim off and catch fis
h for supper. Use the cursor keys to swi
m left or right   and to the surface or
sea bed."
1170  PEN 2:PRINT:PRINT"You are armed wi
th a hand spear and you simply need to s
wim on  top of a fish tocatch it. But  b
eware of the sharks!... They are usually
 harmless but can        suddenly open th
eir mouths to eat you!!!":PEN 1
```

```
1180  PEN 3:PRINT:PRINT"There is a maxim
um of 3 fish and 3 sharkin the sea at an
y one  time.   Fish may suddenly change 
course or speed if they become scared.":
PEN 1
1190 PRINT: PRINT"You have 180 units of 
air in your tanks when you enter the wat
er. You may returnto the raft as often a
s you like for air"
1200 PEN 3:PRINT:PRINT TAB(11); CHR$(24)
;"PRESS ANY KEY TO START";CHR$(24);:PEN 
1
1210 IF INKEY$<>"" THEN 1210
1220 Q=RND: IF INKEY$="" THEN 1220
1230 CLS:RETURN
1240 REM
1250 FOR J=0 TO 3:LOCATE 1,J+1:PEN 2:PRI
NT STRING$(32,143);:PEN 1
1260 NEXT J
1270 LOCATE 21,5:PEN 2:PRINT STRING$(6,1
43);:PEN 1
1280 A$="      -       -       -     -
     - ---   ----  -   --   ---     ----
-- -----  -  ---  -----  "
1290 LOCATE 1,19:PEN 1:FOR X =1 TO LEN(A
$):IF MID$(A$,X,1)=" " THEN PRINT " "; E
LSE PRINT CHR$(243);
1300 NEXT X
1310 RETURN
1320 STOP
1330 REM DEFINED GRAPHICS
1340 SYMBOL AFTER 230
1350 SYMBOL 231,0,0,221,63,220,7,0,0
1360 SYMBOL 232,0,0,29,255,4,4,4,0
1370 SYMBOL 233,0,0,187,252,59,224,0,0
1380 SYMBOL 234,0,0,184,255,32,32,32,0
1390 SYMBOL 235,0,0,76,126,124,64,0,0
1400 SYMBOL 236,0,0,50,126,62,2,0,0
1410 SYMBOL 237,0,140,190,255,190,128,0,
0
1420 SYMBOL 238,0,140,191,254,191,128,0,
0
1430 SYMBOL 239,0,49,125,255,125,1,0,0
1440 SYMBOL 240,0,49,253,127,253,1,0,0
```

```
1450 SYMBOL 241,88,88,124,60,60,40,40,40
1460 SYMBOL 242,26,26,62,60,60,20,20,20
1470 SYMBOL 243,60,124,60,60,255,255,60,
60
1480 RESTORE 1490: FOR X= 360 TO 366:REA
D A:POKE X,A:NEXT:RESTORE
1490 DATA 205,96,187,50,111,1,201
1500 RETURN
```

Ταιριάσματα

Ένα παιχνίδι για τους μικρούς μας φίλους, που ενισχύει τις δυνατότητες παρατήρησης και προσοχής. Ο υπολογιστής δείχνει μια σειρά εικόνων στο κάτω μέρος της οθόνης (λεωφορείο, τραίνο, καράβι κ.λπ.) και μετά δείχνει μια ορισμένη εικόνα στη μέση της οθόνης. Ο μικρός μας παίκτης πρέπει να διαλέξει ποια από τις κάτω εικόνες ανταποκρίνεται στην μεγάλη μεσαία.

```
20 REM @ MICHAEL BEWS
30 MODE 1:BORDER 18:INK 0,0:INK 1,24:INK
 2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER
#1,0:CLS #1
40 WINDOW #0,5,36,1,25
50 PAPER #0,0:PEN #0,1
60 CLS #0
70 TB=10000:Q$="ZXCVBNM":P=0:R=0:T=0
80 DIM A(7)
90 GOSUB 520
100  GOTO 460
110 REM**** HI RES SCREEN DISPLAY
120 CLS:PEN 2:PRINT CHR$(24);"HI-RES PIC
TURE SNAP @1983 M.BEWS";CHR$(24);:PEN 1
130 PEN 3:PRINT CHR$(24);"TIME:";CHR$(24
);:PEN 1:LOCATE 13,2:PRINT" CORRECT OUT
OF:";:LOCATE 30,2:PRINT CHR$(24);MID$(ST
R$(P),2);CHR$(24);
140 PEN 2:LOCATE 4,19:PRINT CHR$(24);"z"
;:LOCATE 8,19:PRINT"x";:LOCATE 12,19:PRI
NT"c";:LOCATE 16,19:PRINT"v";:LOCATE 20,
19:PRINT"b";:LOCATE 24,19:PRINT"n";:LOCA
TE 28,19:PRINT"m";CHR$(24);:PEN 1
150 V=189:Z=1:FOR K=1 TO 7
160 X=K*4-1
170 LOCATE X,15:PRINT CHR$(V+1);CHR$(V+2
);CHR$(V+3);:LOCATE X,16:PRINT CHR$(V+4)
;CHR$(V+5);CHR$(V+6);:LOCATE X,17:PRINT
CHR$(V+7);CHR$(V+8);CHR$(V+9);
180 V=V+9:Z=-Z:PEN (Z+2)
```

```
190 NEXT K
200 PEN 1
210 REM GAME DISPLAY
220 PEN 2:LOCATE 22,5:PRINT"       ";:LO
CATE 15,7:PRINT"   ";:LOCATE 15,8:PRINT"
   ";:LOCATE 15,9:PRINT"   ";:PEN 1
230 LOCATE 1,21:PRINT CHR$(24);"PRESS TH
E CORRECT LETTER AS SOONAS YOU RECOGNISE
 THE NEW PICTURE";CHR$(24)
240 N=INT(RND*7):V=189+(N*9)
250 X=200+INT(RND*500):FOR C=1 TO X:NEXT

260 LOCATE 15,7:PRINT CHR$(V+1);CHR$(V+2
);CHR$(V+3);:LOCATE 15,8:PRINT CHR$(V+4)
;CHR$(V+5);CHR$(V+6);:LOCATE 15,9:PRINT
CHR$(V+7);CHR$(V+8);CHR$(V+9);
270 TA=0
280 IF INKEY$<>"" THEN 280
290 A$=INKEY$:IF A$="" THEN T=T+1:LOCATE
 6,2:PRINT T;:GOTO 310
300 A$=UPPER$(A$):GOTO 330
310 TA=TA+1:IF TA=200 THEN 340
320 GOTO 290
330 A=ASC(A$):IF A=ASC(MID$(Q$,(N+1),1))
 THEN R=R+1:LOCATE 12,2:PEN 2:PRINT MID$
(STR$(R),2);:LOCATE 22,5:PEN 3:PRINT"COR
RECT";:PEN 1:GOTO 350
340 LOCATE 22,5:PRINT CHR$(24);" WRONG!"
;CHR$(24):PEN 1
350 P=P+1:LOCATE 30,2:PRINT MID$(STR$(P)
,2);
360 IF P=10 THEN GOTO 380
370 FOR X=1 TO 500:NEXT:GOTO 220
380 REM*** END GAME ***
390 IF TB>T THEN TB=T
400 PEN 2:LOCATE 1,11:PRINT"YOU HAVE";R;
"CORRECT OUT OF 10 IN";:LOCATE 1,12:PRIN
T"TIME";:PEN 3:PRINT T;:PEN 2:PRINT". BE
ST TIME SO FAR";:PEN 1:PRINT MID$(STR$(T
B),2);
410 PEN 3:LOCATE 1,24:PRINT CHR$(18);CHR
$(24);"PRESS ENTER FOR NEXT GAME";CHR$(2
4);:PEN 1
420 INPUT X$:IF X$<>"" THEN 410
```

```
430 R=0:T=0:P=0
440 GOTO 120
450 STOP
460 CLS:PEN 2:PRINT CHR$(24);"HI-RES PIC
TURE SNAP @1983 M.BEWS";CHR$(24);:PEN 1
470 LOCATE 1,5:PRINT"This program alloca
tes several  high resolution pictures to
 the 'Z'-'M' keys."
480 PEN 3:PRINT:PRINT"After a short dela
y, one pictureis displayed at the center
 of   the screen.":PEN 1
490 PEN 2:PRINT:PRINT"You  must  quickly
  press  the  correct key to score.":PEN
 1
500 LOCATE 7,19:PRINT CHR$(24);"PRESS AN
Y TO START.";CHR$(24)
510 IF INKEY$="" THEN 510 ELSE CLS:GOTO
120
520 SYMBOL AFTER 189
530 SYMBOL 190,0,0,0,0,0,0,0,0
540 SYMBOL 191,0,0,0,0,0,0,0,0
550 SYMBOL 192,0,0,0,0,0,0,8,8
560 SYMBOL 193,0,3,3,15,15,63,63,31
570 SYMBOL 194,0,128,128,255,255,255,255
,255
580 SYMBOL 195,8,8,8,8,8,252,248,240
590 SYMBOL 196,15,0,0,0,0,0,0,0
600 SYMBOL 197,255,0,0,0,0,0,0,0
610 SYMBOL 198,224,0,0,0,0,0,0,0
620 SYMBOL 199,0,0,0,0,0,0,0,0
630 SYMBOL 200,0,0,0,0,0,127,2,2
640 SYMBOL 201,0,0,0,0,0,240,0,0
650 SYMBOL 202,0,0,96,127,111,3,0,0
660 SYMBOL 203,7,12,24,240,255,255,127,6
670 SYMBOL 204,128,192,96,112,224,192,12
8,4
680 SYMBOL 205,0,0,0,0,0,0,0,0
690 SYMBOL 206,255,0,0,0,0,0,0,0
700 SYMBOL 207,252,0,0,0,0,0,0,0
710 SYMBOL 208,0,0,0,0,0,0,0,0
720 SYMBOL 209,0,0,0,0,0,0,0,0
730 SYMBOL 210,0,0,0,0,0,0,0,0
740 SYMBOL 211,0,63,36,36,36,63,63,127
750 SYMBOL 212,0,255,16,16,16,255,255,25
5
```

```
760 SYMBOL 213,0,252,84,84,84,214,214,21
4
770 SYMBOL 214,60,24,0,0,0,0,0,0
780 SYMBOL 215,1,0,0,0,0,0,0,0
790 SYMBOL 216,224,192,0,0,0,0,0,0
800 SYMBOL 217,0,0,0,0,0,0,0,12
810 SYMBOL 218,0,0,0,0,0,3,2,2
820 SYMBOL 219,0,0,0,0,0,240,128,128
830 SYMBOL 220,12,12,31,31,31,31,15,31
840 SYMBOL 221,3,195,255,255,255,255,255
,255
850 SYMBOL 222,128,128,128,240,240,240,2
40,240
860 SYMBOL 223,7,3,0,0,0,0,0,0
870 SYMBOL 224,131,1,0,0,0,0,0,0
880 SYMBOL 225,192,128,0,0,0,0,0,0
890 SYMBOL 226,0,0,0,0,0,0,0,0
900 SYMBOL 227,0,0,0,0,0,0,0,0
910 SYMBOL 228,0,0,0,0,0,0,0,0
920 SYMBOL 229,0,0,1,2,127,63,127,30
930 SYMBOL 230,127,132,4,4,255,255,255,0
940 SYMBOL 231,0,128,64,32,255,255,254,6
0
950 SYMBOL 232,12,0,0,0,0,0,0,0
960 SYMBOL 233,0,0,0,0,0,0,0,0
970 SYMBOL 234,24,0,0,0,0,0,0,0
980 SYMBOL 235,0,0,0,0,64,64,64,64
990 SYMBOL 236,0,0,0,0,0,0,0,0
1000 SYMBOL 237,0,0,0,0,0,0,0,0
1010 SYMBOL 238,64,64,65,67,79,255,255,1
27
1020 SYMBOL 239,3,255,255,0,255,255,255,
255
1030 SYMBOL 240,0,0,128,255,192,240,248,
252
1040 SYMBOL 241,51,63,12,0,0,0,0,0
1050 SYMBOL 242,51,255,204,8,0,0,0,0
1060 SYMBOL 243,48,240,192,0,0,0,0,0
1070 SYMBOL 244,0,0,0,15,8,8,8,8
1080 SYMBOL 245,0,0,0,255,0,24,66,0
1090 SYMBOL 246,0,0,0,240,16,16,16,16
1100 SYMBOL 247,9,8,8,10,8,8,9,8
1110 SYMBOL 248,64,32,16,15,0,0,0,0
1120 SYMBOL 249,144,16,16,80,16,16,144,1
6
```

```
1130 SYMBOL 250,8,8,8,15,0,0,0,0
1140 SYMBOL 251,66,24,0,255,0,0,0,0
1150 SYMBOL 252,16,16,16,240,0,0,0,0
1160 RETURN
```

Αναγραμματισμοί 2

Αγραναμα... αναμαργα... αμαγρανα... Τέλος πάντων, ξέρετε τι θέλω να πω! Στο παιχνίδι αυτό πρέπει να ανακαλύψετε ποια είναι η ανακατεμένη λέξη. Πολλές φορές είναι αρκετά εύκολο, μπορεί όμως σε μερικές περιπτώσεις να είναι τόσο μπλεγμένη η φράση που θα πρέπει να κουράσετε αρκετά το μυαλό σας για να βρείτε τη λύση.

```
10 REM ANAGRAMMATIC
20 REM @ H.WALWYN
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:PAPER 0:PEN 3
35 FOR x=1 TO 7:WINDOW #1,1,40,1,25:NEXT
40 DIM B$(10),C$(10),Q(10)
50 REM
60 PEN 1: PRINT TAB(15): PRINT "ANAGRAMM
ATIC":PEN 3
70 LOCATE 1,5:PRINT"IF YOU ARE A CROSSWO
RD ADDICT YOU WILL  KNOW THE PROBLEMS OF
 TYPING TO REARRANGELETTERS"
80 PRINT:PRINT"FOLLOW  THE  INSTRUCTIONS
  AND  THEN     SIT BACK AND WATCH THE SC
REEN AS EVERY  POSSIBLE COMBINATION RUNS
 UP BEFORE     YOUR VERY EYES."
90 PRINT:PRINT"THE AIM IS NOT TO LOOK AT
 EVERY GROUP,  BUT SIMPLY TO GLANCE AT T
HE SCREEN      OCCASIONALLY AND YOU MAY
WELL GET SOME  INSPIRATION."
100 PRINT:PRINT"ALTERNATIVELY,
                   PUT IN A PRINTER SUBROU
TINE FOR COPY."
110 LOCATE 11,23:PEN 2:PRINT"PRESS ENTER
 TO START":PEN 3
120 IF INKEY$<>CHR$(13) THEN 120 ELSE CL
S
130 LOCATE 14,2:PRINT CHR$(24)"ANAGRAMMA
TIC":PRINT CHR$(24)
140 LOCATE 1,5:PEN 2:PRINT"TYPE ONLY THO
SE LETTERS WHICH ARE TO BE REARRANGED.":
PEN 1
```

```
145 LOCATE 1,8: PEN 3:PRINT"DO NOT INPUT
 ANY LETTERS WHOSE POSITION IS KNOWN.";:
PRINT:PEN 1
150 INPUT A$:IF A$="" THEN 150
160 PRINT
170 L=LEN(A$)
180 ERASE B$,C$,Q
190 DIM B$(L),C$(L),Q(L)
200 FOR X=1 TO L:B$(X)=" ":C$(X)=" ":NEX
T
210 PRINT CHR$(24)"ARE ANY LETTERS/SPACE
S KNOWN? [Y OR N]?":PRINT CHR$(24)
220 Z$=INKEY$:IF Z$="" THEN 220
230 IF Z$="N" OR Z$="n" THEN K$=STRING$(
L,"-"):W=L:GOTO 290
240 IF Z$<>"Y" AND Z$<>"y" THEN 220
250 PEN 2:PRINT:PRINT"TYPE IN THE KNOWN
ORDER AS PER EXAMPLE           [ E.g. '---
E-F -EE']":PEN 1
260 INPUT K$:W=L
270 T=0: FOR J=1 TO LEN(K$):IF MID$(K$,J
,1)="-" THEN T=T+1
280 NEXT J:IF T<>L THEN GOSUB 540:GOTO 2
60
290 PRINT STRING$(40,"-")
300 GOSUB 520
310 FOR J=W TO L
320 K=1
330 Q(K)=1
340 IF B$(Q(K))=" " THEN 450
350 C$(K)=B$(Q(K)):B$(Q(K))=" "
360 K=K+1
370 IF K<=J THEN 330
380 A=1
390 FOR S=1 TO LEN(K$)
400 IF MID$(K$,S,1)="-" THEN PRINT C$(A)
;:A=A+1:GOTO 420
410 PRINT MID$(K$,S,1);
420 NEXT S:PRINT,
430 K=J
440 B$(Q(K))=MID$(A$,Q(K),1)
450 Q(K)=Q(K)+1
460 IF Q(K)<=L THEN 340
470 K=K-1
```

```
480 IF K>=1 THEN 440
490 NEXT J
500 PEN 2:PRINT"THAT'S ALL! -  PRESS [EN
TER] TO RESTART.  ":PEN 3:GOTO 120
510 STOP
520 FOR N=1 TO L
530 B$(N)=MID$(A$,N,1):NEXT:RETURN
540  PRINT:PRINT CHR$(24)"   ERROR RE-TY
PE.":PRINT CHR$(24):RETURN
```

Χρηματιστήριο

Το παιχνίδι αυτό είναι μια προσομοίωση, στην οποία ο παίκτης ανταγωνίζεται την εταιρεία του υπολογιστή, την SPECTRAL, για να φτάσει πρώτος στο ένα εκατομμύριο εισπράξεις. Ξεκινώντας με 100,000 ο παίκτης πρέπει να αγοράσει και να πουλήσει μετοχές στο χρηματιστήριο ή αν μπορεί να αγοράσει κάποια εταιρεία με πλούσιο κεφάλαιο, το οποίο μπορεί μετά να κατανείμει στους μετόχους του. Τέτοιες εταιρείες, όμως, τις λιγουρεύεται και η SPECTRAL που θα προσπαθήσει να τις αποκτήσει για λογιαριασμό της.

Για να μπορέσεις να αποκτήσεις μια εταιρεία πρέπει να διαθέτεις πάνω από το 15% των μετοχών της εταιρείας. Οι μετοχές πουλιούνται και αγοράζονται σε οποιαδήποτε ποσότητα και υπάρχει μια συνεχής ενημέρωση για τις τρέχουσες τιμές του χρηματιστηρίου. Αν θέλετε να εξετάσετε πιο προσεκτικά μια εταιρεία, μπορείτε να δείτε τον ισολογισμό της συγκεκριμένης εταιρείας και να κρίνετε τα κέρδη και το κεφάλαιο της. Ανάμεσα στα διάφορα στάδια του παιχνιδιού οι εταιρείες παράγουν τα προϊόντα τους και, γενικά, συνεχίζουν τις ασχολίες τους.

Μια εταιρεία που έχει αγοράσει πρόσφατα εξοπλισμό μπορεί να φανεί στην αρχή ότι χάνει χρήματα. Μην βιαστείτε όμως να πουλήσετε τις μετοχές σας, αφού μπορεί στο άμεσο μέλλον να έχει αυξημένη παραγωγικότητα. Όπως και στη πραγματική ζωή, η τύχη παίζει πάντα τον ρόλο της.

```
10 REM ASSET STRIPPER
20 REM R.ERSKINE.
30 MODE 1
35 BORDER 0:INK 0,0:INK 1,24:INK 2,14:IN
K 3,8: PAPER 0:PEN 2:CLS
40 CLEAR:CLS
45 pu$=CHR$(163)
50 PEN 1:PRINT"              ASSET STRIPPER
":PEN 2
60 PRINT:PRINT:PRINT"WHAT'S YOUR NAME?":
INPUT N$
```

```
70 PRINT::PRINT"ENTER LEVEL (1-3)":INPUT
 LEV
80 IF LEV<1 OR LEV>3 THEN 70
90 LOCATE 14,12:PEN 1:PRINT"PLEASE WAIT"
:PEN 2
100 GOTO 2720
110 CLS
120 REM
130 PRINT N$;E$:PRINT
140 PRINT"LIQUID ASSETS ";TAB(20)pu$INT(
(CH+0.005)*100)/100:PRINT
150 Q=0:Q1=0
160 FOR X=1 TO 10
170 Q=Q+E(X)
180 IF F$(X)="C" THEN 200
190 Q1=Q1+(E(X)*D(X))
200 NEXT
210 PRINT"SHARES HELD ";TAB(21)INT(Q):PR
INT
220 PRINT"TOTAL SHARE VALUE ";TAB(20);pu
$;INT((Q1+0.005)*100)/100:PRINT
230 PRINT"TOTAL ASSETS ";TAB(20);pu$;INT
((Q1+CH+0.005)*100)/100:PRINT
240 FOR T=1 TO 2000:NEXT T
250 IF Q1+CH>S THEN 2270
260 IF Q1+CH<0 THEN 2290
270 Q3=0
280 FOR X=1 TO 10
290 IF F$(X)="C" THEN 310
300 Q3=Q3+(F(X)*D(X))
310 NEXT X
320 IF Q3+ZXCH>S THEN 2290
330 IF Q3+ZXCH<0 THEN 2270
340 IF T$="X" AND CH+Q1>ZXCH+Q3 THEN 227
0
350 IF T$="X"AND CH+Q1<ZXCH+Q3 THEN 2290
360 PRINT M$;"CLAIMS ASSETS OF ";pu$;Q3+
ZXCH:PRINT
370 FOR X=1 TO 4000:NEXT
380 RETURN
390 REM WIRE SERVICE
400 CLS:PEN 1:PRINT"WIRE SERVICE":PEN 2
410 Q=0:Q1=0
420 M(1)=ASA
```

```
430 FOR X=1 TO 10
440 IF F$(X)="C" THEN TW$=" CEASED TRADI
NG":GOSUB 2930
450 IF F$(X)="C" THEN 530
460 Q=Q+1
470 IF B(X)>A(X)AND E(X)<510000 AND F(X)
<510000 THEN TW$="MAY BE RIPE FOR TAKEOV
ER":GOSUB 2930
480 IF G(X)<1 AND W(X)>59 THEN TW$="PROF
ITS LOW":GOSUB 2930
490 IF W(X)<60 THEN TW$="HEADS FOR TROUB
LE":GOSUB 2930
500 IF G(X)>5 THEN TW$="SET FOR GOOD PRO
FITS":GOSUB 2930
510 IF V(X)>0 AND V(X)>=1 THEN TW$="ANNO
UNCES "+STR$(INT(V(X)))+" REDUNDANCIES":
GOSUB 2930
520 Q1=Q1+D(X)
530 NEXT X
540 IF Q=0 THEN T$="X":GOTO 130
550 ASA=Q1/Q
560 TW$="ALL SHARE AVERAGE "+STR$(INT((A
SA+0.005)*100)/100):GOSUB 2950
570 IF ASA>M(1) THEN TW$="UP "+STR$(INT(
((ASA-M(1))+0.005)*100)/100):GOSUB 2950
580 IF ASA<M(1) THEN TW$="DOWN "+STR$(IN
T(((M(1)-ASA)+0.005)*100)/100):GOSUB 295
0
590 IF ASA>I(2) THEN TW$="ALL TIME HIGH"
:GOSUB 2950
600 IF ASA >I(2)THEN I(2)=ASA
610 IF ASA<I(3)THEN TW$="ALL TIME LOW":G
OSUB 2950
620 IF ASA<I(3)THEN I(3)=ASA
630  RETURN
640 REM
650 FOR X=1 TO 10
660 IF F$(X)="C"THEN 830
670 IF LEV=1 OR LEV=2 THEN 690
680 IF F$(X)="X"AND F(X)>0 AND F(X)<5100
00 THEN GOSUB 920
690 IF W(X)<61 AND F(X)<510000 THEN GOSU
B 920
700 IF F$(X)="C"THEN 830
```

```
710 IF ZXCH<100 THEN 830
720 IF LEV =1 AND RND>0.5 THEN 760
730 LET F=((((S/100)*51)-F(X))*D(X))
740 IF(B(X)/100)*51>F AND F<ZXCH AND F(X
)<510000 AND E(X)<510000 AND G(X)<1 THEN
 2210
750 IF F$(X)="C" THEN 830
760 IF ZXCH<100 THEN 830
770 TENTH=ZXCH/10
780 IF W(X)>60 AND G(X)>0 THEN GOSUB 850
790 IF LEV=1 THEN 830
800 IF W(X)>60 AND G(X)>1 THEN GOSUB 850
810 IF W(X)>60 AND G(X)>5 THEN GOSUB 850
820 IF W(X)>60 AND G(X)>10 THEN GOSUB 85
0
830 NEXT X
840 RETURN
850 IF(TENTH/D(X))+E(X)+F(X)>L(X) THEN R
ETURN
860 IF F(X)<510000 AND (F(X)+(TENTH/D(X)
))>S THEN RETURN
870 A(X)=A(X)+TENTH*1.05
880 ZXCH=ZXCH-TENTH
890 F(X)=F(X)+INT(TENTH/D(X))
900 L(X)=L(X)-INT(TENTH/D(X))
910 RETURN
920 A(X)=A(X)-((F(X)*D(X))*1.05)
930 ZXCH=ZXCH+F(X)*D(X)
940 L(X)=L(X)+F(X)
950 F(X)=0
960 RETURN
970 PRINT
980 CLS:PEN 3:PRINT TAB(16);"SHARE PRICE
S":PEN 2
990  PRINT"COMPANY";TAB(16);"SHARE PRICE
";TAB(34);"UP/DOWN"
1000 FOR X= 1 TO 10
1010 IF F$(X)="C" THEN PRINT C$(X);:PRIN
T TAB(17) "CLOSED DOWN"
1020 IF F$(X)="C" THEN 1040
1030 PRINT C$(X),USING "       ###.##
   ##.##   ";D(X);N(X)
1040 NEXT X
1050  PRINT"ALL SHARE AVERAGE ";INT((ASA
+0.005)*100)/100
```

```
1060 PEN 3: PRINT:PRINT"YOU HAVE ";pu$;I
NT((CH+0.005)*100)/100:PEN 2
1070 RETURN
1080 INPUT"BUY HOW MANY ";Y
1090 IF Y*D(X)>CH THEN PRINT"YOU HAVE IN
SUFFICIENT CASH":GOTO 1080
1100 IF Y>L(X) THEN PRINT"NOT ENOUGH SHA
RES AVAILABLE":GOTO 1080
1110 IF Y+E(X)>500000 AND E(X)<510000 TH
EN 1270
1120 CH=CH-(Y*D(X))
1130 L(X)=L(X)-Y
1140 A(X)=A(X)+(Y*D(X))*1.05
1150 E(X)=E(X)+Y
1160 X$="P"
1170 RETURN
1180 PEN 1:PRINT"HOW MANY DO YOU WISH TO
 SELL":PEN 2
1190 INPUT Y
1200 IF Y>E(X) THEN PRINT"YOU DO NOT HAV
E THAT MANY":GOTO 1180
1210 CH=CH+(Y*D(X))
1220 L(X)=L(X)+Y
1230 A(X)=A(X)-((Y*D(X))*1.05)
1240 E(X)=E(X)-Y
1250 X$="P"
1260 RETURN
1270 T$="PHASEH"
1280 Z1=0.01
1290 CLS:PRINT TAB(7);"TAKEOVER BID":PRI
NT
1300 PRINT"YOUR SHAREHOLDING IS ";INT(E(
X)*100)/S;" PERCENT"
1310 PRINT"CURRENT SHARE PRICE IS ";pu$;
INT((D(X)+0.005)*100)/100
1320 PRINT"THERE ARE ";INT(L(X));" AVAIL
ABLE"
1330 PRINT"YOU NEED ";INT(510000-E(X));"
 FOR MAJORITY"
1340 PRINT"THESE COST ";pu$;INT(((510000
-E(X))*D(X)+0.005)*100)/100;" AT MARKET
PRICE"
1350 PEN 1:PRINT"YOU HAVE ";pu$;INT((CH+
0.005)*100)/100:PEN 2
```

```
1360 EG=0
1370 FOR V=1 TO 10
1380 IF F$(V)<>"C" THEN EG=EG+(F(V)*D(V)
)
1390 NEXT V
1400 IF RND>0.1 THEN 1430
1410 PRINT"THIRD PARTY WINS BID":FOR T=1
 TO 2000:NEXT T
1420 GOTO 1690
1430 PRINT"HOW MUCH DO YOU BID PER SHARE
"
1440 INPUT Z
1450 IF Z1>Z THEN 1520
1460 K1=A(X)+(510000*(Z+0.01))
1470 K2=(510000-F(X))*(Z+0.01)
1480 IF K1>K2 AND (ZXCH+EG)>K2 THEN Z1=Z
+0.01
1490 IF Z1>Z THEN PRINT M$;" BIDS ";pu$:
PRINT INT((Z1+0.005)*100)/100
1500 IF Z1>Z THEN 1400
1510 IF Z1<Z THEN GOSUB 1570
1520 IF Z1>Z THEN GOSUB 2250
1530 Z1=0
1540 Z=0
1550 IF T$="PHASEH" THEN 1160
1560 IF T$="PHASEM" THEN 830
1570 REM DISPOSAL
1580 PRINT
1590 Z1=0
1600 F=0
1610 PRINT"YOU WON THE BID"
1620 CH=CH-(Z*(510000-E(X)))
1630 A(X)=A(X)+Z*(510000-E(X))
1640 E(X)=E(X)+(510000-E(X))
1650 L(X)=S-(E(X)+F(X))
1660 PRINT"DO  YOU  WANT  TO  STRIP  THE
  ASSETS   OF   THIS   COMPANY   (Y/N)"
1670 INPUT Y$
1680 IF MID$(Y$,1,1)="N"THEN RETURN
1690 PRINT" ASSETS    ARE   BEING   DIST
RIBUTED     AMONGST  SHAREHOLDERS."
1700 PSH=(E(X)*100)/S
1710 ZXPSH=(F(X)*100)/S
1720 OO=B(X)/100
```

```
1730 CH=CH+(PSH*OO)
1740 ZXCH=ZXCH+(ZXPSH*OO)
1750 IF A(X)<=0 THEN 1790
1760 D(X)=A(X)/S
1770 CH=CH+(E(X)*D(X))
1780 ZXCH=ZXCH+(F(X)*D(X))
1790 F$(X)="C"
1800 L(X)=0
1810 RETURN
1820 PRINT M$;" HAS WON BID"
1830 LET ZXCH=ZXCH-(510000-F(X))*Z1)
1840 A(X)=A(X)+((510000-F(X))*Z1)
1850 F(X)=F(X)+(510000-F(X))
1860 Z1=0
1870 IF G(X)<1 THEN GOSUB 1690
1880 RETURN
1890 FOR X=1 TO 10
1900 IF F$(X)="C" THEN 2190
1910 V(X)=0
1920 C(X)=0
1930 IF A(X)<10000 THEN A(X)=10000
1940 J(X)=A(X)/10
1950 C(X)=C(X)+J(X)
1960 IF H(X)<J(X)/1000 THEN H(X)=J(X)/10
00
1970 IF B(X)>A(X)/20 THEN 2000
1980 C(X)=C(X)+((A(X)/10)-B(X))
1990 B(X)=INT (A(X)/10)
2000 PROD=J(X)/10
2010 RD=INT(RND*3+1)
2020 IF RD =1 THEN W(X)=W(X)-1
2030 IF RD=3 THEN W(X)=W(X)+1
2040 T(X)=PROD*W(X)
2050 C(X)=C(X)+(H(X)*5000)
2060 PROF=T(X)-C(X)
2070 A(X)=A(X)+T(X)
2080 A(X)=A(X)-C(X)
2090 IF A(X)<=10000 THEN V(X)=H(X):H(X)=
J(X)/1000
2100 V(X)=V(X)-H(X)
2110 G(X)=(PROF*100)/T(X)
2120 SP1=D(X)
2130 IF A(X)<10000 THEN A(X)=10000
2140 D(X)=A(X)/S
```

```
2150 N(X)=D(X)-SP1
2160 IF A(X)<10000 THEN A(X)=10000
2170 IF RND>0.9 THEN W(X)=W(X)+10
2180 IF RND>0.9 THEN W(X)=W(X)-10
2190 NEXT X
2200 RETURN
2210 T$="PHASEM"
2220 PRINT M$;" BID FOR"
2230 PRINT C$(X);" TAKEOVER"
2240 Z1=D(X)
2250 PRINT"AT ";(INT(D(X)+0.005)*100)/10
0;" PER SHARE"
2260 GOTO 1300
2270 PRINT"YOU HAVE WON"
2280 GOTO 2300
2290 PRINT M$;" HAS WON","WITH ";pu$;ZXC
H+Q3
2300 PRINT" DO YOU WANT ANOTHER GAME (Y/
N)"
2310 INPUT V$
2320 IF MID$(V$,1,1)="Y" THEN 40
2330 STOP
2340 REM LOOP
2350 GOSUB 1890
2360 GOSUB 1890
2370 GOSUB 110
2380 GOSUB 390
2390 GOSUB 970
2400 PRINT:  PRINT"ENTER INITIAL OF CHOS
EN COMPANY"
2410 PRINT"OR  [P] PASS";W$;
2420 INPUT X$:IF X$="" THEN 2420 ELSE X$
=UPPER$(X$)
2430 IF MID$(X$,1,1)="P" THEN 2700
2440 FOR X=1 TO 10
2450 IF ASC(MID$(C$(X),1,1))=ASC(X$) THE
N 2480
2460 NEXT X
2470 GOTO 2400
2480 IF F$(X)="C" THEN 2400
2490 PRINT
2500 CLS:PRINT C$(X)
2510 PRINT"LIQUID CAPITAL ";pu$;INT((A(X
)+0.005)*100)/100
```

```
2520 PRINT:PRINT"EMPLOYEES ";INT(H(X))
2530 PRINT:PRINT"OVERHEADS ";pu$;INT((C(
X)+0.005)*100)/100
2540 PRINT:PRINT"PROFIT PER CENT OF TURN
 OVER ";INT(G(X))
2550 PRINT:PRINT"SHARE PRICE ";pu$;INT((
D(X)+0.005)*100)/100
2560 PRINT:PRINT"SHARES AVAILABLE ";INT(
L(X))
2570 PRINT:PRINT"SHARES HELD BY YOU ";IN
T(E(X))
2580 PRINT"PERCENTAGE SHARES HELD BY YOU
 ";INT((E(X)*100)/S)
2590 PRINT"YOU HAVE ";pu$;INT((CH+0.005)
*100)/100
2600 PRINT STRING$(39,45)
2610 IF E(X)>=510000 THEN PRINT"DISPOSE
OF ASSETS ":INPUT A$
2620 IF E(X)<510000 THEN A$="N"
2630 IF E(X)>=510000 AND MID$(A$,1,1)="Y
" THEN GOSUB 1690
2640 IF F$(X)="C" THEN X$="P":GOTO 2660
2650 IF F$(X)="X" THEN PRINT"BUY [B],SEL
L [S],OR PASS [P]":INPUT X$:IF X$="" THE
N 2650 ELSE X$=UPPER$(X$):X$=LEFT$(X$,1)
2660 IF X$<>"P"AND X$<>"S"AND X$<>"B" TH
EN 2400
2670 IF X$="B" THEN GOSUB 1080
2680 IF X$="S" THEN GOSUB 1180
2690 IF X$="P" THEN PRINT"WISH TO LOOK A
T ANOTHER COMPANY (Y/N)?":INPUT A$:IF MI
D$(A$,1,1)="Y"THEN GOSUB 2390
2700 GOSUB 650
2710 GOTO 2360
2720 REM INITIALISATION
2730 RESTORE:FOR X=1 TO 10:READ C$(X):NE
XT X
2740 DATA "ACME CORP.","BRN IND.","CAPRA
 STEEL","DELTA GROUP","ELLIOT CORP.","FO
X CHEMICAL","GNS INT.","HOPE HOLDER","IN
CE & CO.","JONES & IAN"
2750 M$="SPECTRAL INVESTMENTS LTD"
2760 E$=" INVESTMENTS LTD"
2770 S=1000000
```

```
2780 CH=100000
2790 ZXCH=CH
2800 AW=0
2810 T$="O"
2820 PT=0
2830 FOR X=1 TO 10
2840 A(X)=INT(RND*S/2)+1
2850 D(X)=S/A(X)
2860 B(X)=INT(RND*S/10)+1
2870 H(X)=B(X)/100/1000
2880 W(X)=60
2890 F$(X)="X"
2900 L(X)=S
2910 NEXT X
2920 GOTO 2340
2930 WIRE$=STRING$(38,46)+C$(X)+"     "+T
W$+STRING$(42,46)
2940 FOR WT=1 TO LEN(WIRE$)-40:SOUND 1,1
00,10,4:LOCATE 1,10:PEN 3:PRINT MID$(WIR
E$,WT,40);:NEXT:PEN 2:RETURN
2950 WIRE$=STRING$(40,46)+TW$+STRING$(40
,46):FOR WT=1 TO LEN(WIRE$)-40:SOUND 1,7
5,10,2:LOCATE 1,10:PEN 3:PRINT MID$(WIRE
$,WT,40);:NEXT:PEN 2:RETURN
```

Βιορυθμοί

Πρέπει να ξέρετε κάτι για τους βιορυθμούς... αν όχι τίποτε άλλο, είναι από τα πιο ευχάριστα προγράμματα για υπολογιστή. Η θεωρία των βιορυθμών λέει ότι οι σωματικές, αισθηματικές και νοητικές λειτουργίες του ανθρώπου περνούν από τακτικούς κύκλους των 23, 28 και 33 ημερών αντίστοιχα. Οι κύκλοι αυτοί ακολουθούν μια ημιτονοειδή περίοδο, ξεκινώντας από την γέννηση μέχρι σήμερα. Όταν οι κύκλοι περνούν από την «μηδενική γραμμή» έχουμε αυτό που λέμε «κρίσιμη περίοδο». Τις ημέρες εκείνες υπάρχει τάση για λάθη, αρρώστιες, ατυχήματα, απογοητεύσεις κ.λπ. ενώ η κατάσταση του ατόμου εξαρτάται από το πού βρίσκονται οι καμπύλες.

Το πρόγραμμα σας ρωτάει την ημερομηνία γεννήσεως και σας δείχνει τους βιορυθμούς σας για έναν μήνα.

```
10 REM BIORHYTHMS
20 REM ROBERT ERSKINE
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:CLS #1
40 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
50 CLEAR:CLG:CLS
60 GOSUB 570
70 LOCATE 1,1:PRINT CHR$(24)"  B  I  O
R  H  Y  T  H  M  S  ";CHR$(24)
80 PEN 3:LOCATE 4,24:PRINT "ENTER DETAIL
S NOW (NUMERIC)":PEN 1
90 PEN 2:LOCATE 4,5:PRINT "BIRTH YEAR:";
:PEN 1:INPUT Y:LOCATE 15,5:PRINT CHR$(18
):LOCATE 15,5:PRINT Y;"      "
100 PEN 3:LOCATE 4,7:PRINT CHR$(18);"BIR
TH MONTH:";:PEN 1:INPUT M$:IF M$<"1" THE
N 100 ELSE M=VAL(M$):IF M<1 OR M>12 THEN
 100
110 LOCATE 4,9:PRINT CHR$(18);"BIRTH DAY
:";:PEN 1:INPUT D$:IF D$<"1" THEN 110 EL
SE D=VAL(D$):IF D<1 OR D>31 THEN 110
120 LOCATE 4,9:PRINT"BIRTH DAY:"
```

```
130 PEN 3:LOCATE 4,12:PRINT"YEAR REQUIRE
D:";:PEN 1:INPUT Y1:LOCATE 18,12:PRINT C
HR$(18):LOCATE 18,12:PRINT Y1;"      "
140 PEN 2:LOCATE 4,14:PRINT CHR$(18);"MO
NTH REQUIRED:";:PEN 1:INPUT M$:IF M$<"1"
 THEN 140 ELSE M1=VAL(M$):IF M1<1 OR M1>
12 THEN 140
150 LOCATE 4,16:PRINT CHR$(18);"DAY REQU
IRED:";:PEN 1:INPUT D$:IF D$<"1" THEN 15
0 ELSE D1=VAL(D$):IF D1<1 OR D1>31 THEN
150
160 TOTAL=(Y-1)*365.25
170 TOTAL2=(Y1-1)*365.25
180 IF M>1 THEN TOTAL=TOTAL+M(M-1)
190 IF M1>1 THEN TOTAL2=TOTAL2+M(M1-1)
200 IF M-1>1 AND Y/4=INT(Y/4) THEN TOTAL
=TOTAL+1
210 IF M1-1>1 AND Y/4=INT(Y/4) THEN TOTA
L2=TOTAL2+1
220 TOTAL=TOTAL+D:TOTAL2=TOTAL2+D1
230 DAY=TOTAL2-TOTAL1
240 IF M1=M AND D1=D THEN GOSUB 540
250 CLS
260 GOSUB 460
270 P=DAY-(INT(DAY/23)*23)
280 E=DAY-(INT(DAY/28)*28)
290 I=DAY-(INT(DAY/33)*33)
300 LOCATE 1,1:PRINT CHR$(24);"Physical
cycle";CHR$(24)
310 FOR N=P*C TO (P*C)+638
320 PLOT N-(P*C),(167+167*SIN(N/(11.5*PI
))),1
330 NEXT
340 PEN 2:LOCATE 1,1:PRINT"Emotional cyc
le":PEN 1
350 FOR N=E*C TO (E*C)+638
360 PLOT N-(E*C),(167+167*SIN(N/(14*PI))
),2
370 NEXT
380 PEN 3:LOCATE 1,1:PRINT"Intellectual
cycle":PEN 1
390 FOR N=I*C TO (I*C)+639
400 PLOT N-(I*C),(167+167*SIN(N/(16.5*PI
))),3
```

```
410 NEXT
420 LOCATE 1,1:PRINT CHR$(24);"BIORHYTHM
 FOR     ";CHR$(24)
430 FOR X=1 TO 600:NEXT
440 PEN 2:LOCATE 6,10:PRINT"PRESS A KEY
TO RESTART":PEN 1
450 IF INKEY$="" THEN 450 ELSE 50
460 PRINT STRING$(32,32)
470 C=20
480 PEN 2:LOCATE 1,1:PRINT"DIVISIONS=DAY
S":PEN 1:FOR X=1 TO 1000:NEXT
490 FOR X=1 TO 70
500 PLOT C*X,1:DRAWR 0,167*2,3
510 NEXT
520 PEN 2:LOCATE 19,1:PRINT MID$(STR$(D1
),2);"/";MID$(STR$(M1),2);"/";MID$(STR$(
Y1),2);"+":PEN 1
530 RETURN
540 REM
550 SOUND 1,220,4:SOUND 1,180,4:SOUND 1,
90,4:SOUND 1,220,4:SOUND 1,180,4:SOUND 1
,90,4:SOUND 1,220,4:SOUND 1,180,4:SOUND
1,90,4:SOUND 1,220,4:SOUND 1,180,4:SOUND
 1,90,4:SOUND 1,220,4:SOUND 1,180,4:SOUN
D 1,90,4:SOUND 1,220,4:SOUND 1,180,4:SOU
ND 1,90,4
560 RETURN
570 RESTORE:DIM M(11)
580 FOR X=1 TO 11:READ N:M(X)=N:NEXT
590 DATA 31,49,90,120,151,181,212,243,27
3,304,334
600 RETURN
```

Εξωγήινος

Το μητρικό σκάφος των εξωγήινων, το ALIEN, περνά πάνω από τη Γη εξαπολύοντας θανατηφόρες ακτίνες και ρίχνοντας θανατοπούλια. Κινούμενος με ταχύτητα πάνω στη Γη πρέπει να εξολοθρεύσεις όλους τους εισβολείς, πριν σωθεί η καύσιμη ύλη σου. Αν εξαντληθούν τα καύσιμα, το πυροβόλο σου αλλάζει σχήμα και πρέπει να χρησιμοποιήσεις την ταχύτητά σου για να αποφύγεις τον κίνδυνο. Σαν να μην έφταναν όλα αυτά μπορείς να έχεις έναν αόρατο εχθρό, που το μόνο σημείο αναφοράς που θα δίνει θα είναι οι βολές που θα σου ρίχνει. Αν μπορείς να μαντέψεις πού βρίσκεται, μπορείς εύκολα να τον πετύχεις.

```
1 REM ALIEN.
2 REM PAUL STANLEY.
3 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK 2
,20:INK 3,6
4 HS=0
12 GOSUB 1000
15 GOSUB 2000
17 WINDOW #0,5,36,1,25
18 PAPER #0,0:PEN #0,1
19 CLS #0:FOR X=1 TO 300:NEXT
20 X=0:Y=1:Z=14:S=0:C=0
25 PEN 3:LOCATE 17,1:PRINT"HI-SCORE:";HS
30 GOSUB 71
35 IF RND>0.97 THEN GOSUB 200
40 IF RND<0.08 THEN GOSUB 78
60 IF C=3 THEN GOTO 305
61 Z=Z-2*(INKEY (1)=0 AND Z<26)+2*(INKEY
(8)=0 AND Z>0)
62 PEN 3: LOCATE Z+1,22:PRINT "  ";CHR$(
233);"  ":PEN 1
63 IF INKEY(9)=0 THEN GOSUB 100
68 PEN 2:LOCATE 3,1:PRINT"SCORE";S:PEN 1
70 GOTO 30
71 X=X+1:LOCATE X+1,Y+1:PRINT" ";G$
72 IF X=29 THEN LOCATE X+1,Y+1:PRINT"
":X=0:Y=Y+1
73 IF Y=21 THEN Y=1:C=C+1
74 IF C=3 THEN 305
75 RETURN
```

```
78 PLOT (16*X+96),(24-Y)*16,3:DRAWR 0,-(
22-Y)*16:PLOT (16*X+96),(24-Y)*16,0:DRAW
R 0,-(22-Y)*16
79 SOUND 1,180,4:SOUND 1,120,5
80 IF X=Z+1 THEN PLOT (16*X+96),(24-Y)*1
6,3:DRAWR 0,-(22-Y)*16:PLOT (16*X+96),(2
4-Y)*16,0:DRAWR 0,-(22-Y)*16:GOTO 300
82 SOUND 1,180,4:SOUND 1,120,5
83 PLOT (16*X+96),(24-Y)*16,3:DRAWR 0,-(
22-Y)*16:PLOT (16*X+96),(24-Y)*16,0:DRAW
R 0,-(22-Y)*16
84 RETURN
100 FOR A=20 TO 1 STEP -1
110 PEN 2:LOCATE Z+3,A+1:PRINT CHR$(237)
:PEN 1
111 IF RND<0.04 THEN GOSUB 78
112 Z=Z-2*(INKEY (1)=0 AND Z<26)+2*(INKE
Y(8)=0 AND Z>0)
113 PEN 3: LOCATE Z+1,22:PRINT "  ";CHR$
(233);"  ":PEN 1
120 GOSUB 71
150 SOUND 1,(A+100),4
160 IF A=Y THEN IF X=Z+2 OR X=Z+1 THEN S
=S+ INT(100/Y)+10:LOCATE X+1,Y+1:PRINT "
  ";CHR$(234);CHR$(234):SOUND 1,120,4:SO
UND 1,90,4:RETURN
168 LOCATE Z+1,A+1:PRINT"      "
170 NEXT A:RETURN
200 F=X:FOR A=Y TO 21
210 LOCATE F+1,A+1:PRINT CHR$(236);CHR$(
236);CHR$(236);CHR$(236)
220 Z=Z-2*(INKEY (1)=0 AND Z<26)+2*(INKE
Y(8)=0 AND Z>0):PEN 3: LOCATE Z+1,22:PRI
NT "  ";CHR$(235);"  ":PEN 1
230 IF A = 21 AND (F=Z-1 OR F=Z OR F=Z+1
 OR F=Z+2) THEN 300
240 GOSUB 71
242 LOCATE F+1,A+1:PRINT"     "
245 NEXT A
250 RETURN
300 LOCATE Z+3,22:PRINT" "
301 FOR A=-15 TO 15 STEP 3
302 PLOT Z*16+96,52,3
303 DRAWR A*3,RND*32+48
```

```
304 NEXT A
305 FOR A=40 TO -40 STEP -2
306 SOUND 1,(A+100),3:NEXT A
307 IF S>HS THEN HS=S
310 FOR A= -40 TO 40:SOUND 1,(100+A),3:N
EXT A
332 LOCATE 1,23:PRINT"Do you want to see
 the alienY/N";
334 IF INKEY$<>"" THEN GOTO 334
336 V$=INKEY$:IF V$ = "" THEN 336 ELSE V
$=UPPER$(V$)
340 G$="  ":IF V$="Y" THEN G$=CHR$(231)+
CHR$(232):FOR X=1 TO 500:NEXT:CLS:GOTO 2
0
350 IF V$="N" THEN FOR X=1 TO 500:NEXT:C
LS:GOTO 20
360 GOTO 334
1000 SYMBOL AFTER 230
1010 SYMBOL 231,0,0,60,255,234,63,15,3
1012 SYMBOL 232,0,0,60,255,87,252,240,19
2
1014 SYMBOL 233,8,8,8,93,119,99,93,0
1020 SYMBOL 234,1,68,136,16,160,0,4,84
1025 SYMBOL 235,129,255,165,36,60,60,126
,255
1030 SYMBOL 236,0,130,198,108,124,56,16,
16
1035 SYMBOL 237,8,8,8,8,8,28,0,0
1040 RETURN
2000 PEN 2:PRINT:PRINT"              A L
 I E N                          @ PAUL
 STANLEY":PEN 1
2030 PEN 3:LOCATE 1,7:PRINT"USE LEFT AND
 RIGHT ARROW KEYS TO MOVE TOTHE RIGHT AN
D LEFT.USE COPY KEY TO FIRE":PEN 1
2032 PRINT:PRINT:PRINT"YOU CAN ONLY FIRE
 IF YOUR BASE IS ";CHR$(233);"AND NOT ";
CHR$(235)
2034 PEN 2:LOCATE 1,22:PRINT"PRESS [ I ]
 FOR INVISIBLE ELIONER       AND   [ V ]
 FOR VISIBLE ONE.":PEN 1
2035 IF INKEY$<>""THEN 2035
2036 A$=INKEY$:IF A$="" THEN 2036 ELSE A
$=UPPER$(A$)
```

```
2037 IF A$="I" THEN G$="  ":GOTO 2050
2038 IF A$="V" THEN G$=CHR$(231)+CHR$(23
2):GOTO 2050
2039 GOTO 2036
2050  CLS:RETURN
```

Τσοπανόσκυλο

Ο Μήτρος κοιμήθηκε και ο πιστός του σκύλος πρέπει να μαζέψει τα ζωντανά στο μαντρί πριν νυχτώσει. Όπως όλα τα πρόβατα, έτσι και αυτά δεν έχουν διάθεση να μπουν στη στάνη. Πρέπει να μαζέψεις όλα τα ζώα και να τα συγκεντρώσεις στο ανοιχτό μαντρί πριν περάσει ο χρόνος και πέσει η νύχτα. Θα μπορέσεις να τα καταφέρεις σε αυτό το κάπως δύσκολο παιχνίδι;

```
10 REM SHEEPDOG TRIALS
20 REM @ ROBERT ERSKINE
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
40 GOSUB 1010
50 GOSUB 880
60 GOSUB 800
70 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
80 PEN 2:LOCATE 1,11:PRINT CHR$(18);:LOC
ATE 1,11:INPUT "HOW MANY PLAYERS";A
90 IF A<1 OR A>10 THEN 80 ELSE A=INT(A)
100 PEN 1
110 DIM P(A),S(4,2):DX=15:DY=15:CLS
120 T=0
130 DD=1:RR=1:DIM R(2):R(1)=-1:R(2)=1
140 GOTO 220
150 CLS:PEN 2:FOR X=0 TO 21:LOCATE 1,X+1
:PRINT CHR$(236);:LOCATE 32,X+1:PRINT CH
R$(235);:NEXT X
160 FOR X=6 TO 9:LOCATE 11,X+1:PRINT CHR
$(236);:LOCATE 21,X+1:PRINT CHR$(235);:N
EXT X
170 FOR X=11 TO 19:LOCATE X+1,6:PRINT CH
R$(237);:LOCATE X+1,11:PRINT "_";:NEXT
180 LOCATE 16,11:PRINT "  ";
```

```
190 LOCATE 11,6:PRINT CHR$(238);:LOCATE
21,6:PRINT CHR$(239);:LOCATE 11,11:PRINT
 CHR$(240);:LOCATE 21,11:PRINT CHR$(241)
;
200 FOR X=0 TO 31 :LOCATE X+1,1:PRINT"_"
;:LOCATE X+1,22:PRINT CHR$(237);:NEXT
210 PEN 1:RETURN
220 T=T+1:REM PLAYER LOOP
230 GOSUB 150
240 SC=0:S(1,1)=3:S(1,2)=15:S(2,1)=3:S(2
,2)=16:S(3,1)=4:S(3,2)=15:S(4,1)=4:S(4,2
)=16
250 LOCATE 3,24:PRINT CHR$(24);"PLAYER";
CHR$(24);T
260 GOTO 390
270 REM DOG MOVE
280 IF INKEY(67)=0 THEN 720
290 REM
300 LOCATE DY+1,DX+1:PRINT " ";
310 IF INKEY(8)=0 THEN LOCATE DY,DX+1:CA
LL 360:LL=PEEK(367):IF LL=32 THEN DY=DY+
(DY>1):DD=2
320 IF INKEY(2)=0 THEN LOCATE DY+1,DX+2:
CALL 360:LL=PEEK(367):IF LL=32 THEN DX=D
X-(DX<21)
330 IF INKEY(0)=0 THEN LOCATE DY+1,DX:CA
LL 360:LL=PEEK(367):IF LL=32 THEN DX=DX+
(DX>1)
340 IF INKEY(1)=0 THEN LOCATE DY+2,DX+1:
CALL 360:LL=PEEK(367):IF LL=32 THEN DY=D
Y-(DY<31):DD=1
350 PEN 3:IF DD=1 THEN LOCATE DY+1,DX+1:
PRINT CHR$(231);
360 IF DD=2 THEN LOCATE DY+1,DX+1:PRINT
CHR$(232);
370 PEN 1
380 RETURN
390 FOR Z=1 TO 4
400 SX=S(Z,1):SY=S(Z,2):REM SHEEP MOVE
410 GOSUB 270
420 IF RND>0.75 THEN 470
430 IF RND>0.5 THEN SX=S(Z,1)+R(2):GOTO
450
440 SX=S(Z,1)+R(1)
```

```
450 IF RND>0.5 THEN SY=S(Z,2)+R(2):GOTO
 470
460 SY=S(Z,2)+R(1)
470 E=(ABS (DX-S(Z,1)))/10:F=(ABS (DY-S(
Z,2)))/10:G=S(Z,1)-DX:H=S(Z,2)-DY
480 O=0:Q=RND:IF Q>E AND Q>F THEN O=1
490 IF G>0 AND O=1 THEN SX=S(Z,1)+1
500 IF H>0 AND O=1 THEN SY=S(Z,2)+1:RR=1
510 IF G<0 AND O=1 THEN SX=S(Z,1)-1
520 IF H<0 AND O=1 THEN SY=S(Z,2)-1:RR=2
530 LOCATE S(Z,2)+1,S(Z,1)+1:PRINT " ";
540 LOCATE SY+1,SX+1:CALL 360:LL=PEEK(36
7):IF LL<>32 THEN 560
550 S(Z,1)=SX:S(Z,2)=SY
560 IF RR=1 THEN LOCATE S(Z,2)+1,S(Z,1)+
1:PRINT CHR$(233);
570 IF RR=2 THEN LOCATE S(Z,2)+1,S(Z,1)+
1:PRINT CHR$(234);
580 RR=INT(RND*2+1)
590 NEXT Z
600 SC=SC+1:LOCATE 20,24:PEN 3:PRINT CHR
$(24);"SCORE:";CHR$(24);:PEN 1:PRINT 300
-SC;"    ";:IF SC=300 THEN 720
610 GOTO 390
620 IF T<A THEN GOTO 220
630 CLS
640 LOCATE 13,1:PRINT"RESULTS";
650 PRINT:PRINT
660 FOR X= 1 TO A
670 PRINT TAB(9);"PLAYER";X;"        ";P(X
)
680 NEXT
690 LOCATE 5,24:PRINT CHR$(24);"PRESS AN
Y KEY TO START";CHR$(24);
700 IF INKEY$<>"" THEN 700
710 IF INKEY$="" THEN 710 ELSE RUN
720 LOCATE 16,11:PEN 3:PRINT"___";:PEN 1
730 P(T)=300-SC
740 CHECK=0
750 FOR X=1 TO 4
760 IF S(X,1)>5 AND S(X,1)<10 AND S(X,2)
>10 AND S(X,2)<20 THEN CHECK = CHECK +1
770 NEXT
```

```
780 IF CHECK <4 THEN LOCATE 3,19:PRINT"Y
OU FAILED TO PEN THE SHEEP";:LOCATE 3,20
:PRINT"YOUR SCORE IS ZERO":P(T)=0:CHECK
=0:FOR Q=1 TO 2000:NEXT
790 IF T<A THEN 220 ELSE CLS:GOTO 630
800 PEN 2:PRINT;CHR$(24);"              SH
EEPDOG TRIALS                ";CHR$(24):PEN
 1
810 PEN 3:LOCATE 1,5:PRINT"The object of
 the game is to herd all 4 sheep into th
e pen within a fixed time  limit by movi
ng the dog using the CURSORarrow keys.":
PEN 1
820 PRINT:PRINT"When the sheep have been
 penned,close   the gate with the 'Q' ke
y and the score will be displayed.Less t
han four sheep  in the pen, or running o
ver time resultsin a zero score"
830 PEN 3:PRINT:PRINT:PRINT CHR$(24);" A
ny number of players can play in turn ";
CHR$(24);:PEN 1
840 PEN 2:LOCATE 10,23:PRINT CHR$(24);"P
RESS ANY KEY TO START.";CHR$(24);:PEN 1
850 IF INKEY$<>"" THEN 850
860 IF INKEY$=""THEN 860 ELSE CLS
870 RETURN
880 SYMBOL AFTER 230
890 SYMBOL 231,0,0,2,135,126,124,230,149
900 SYMBOL 232,0,0,64,225,126,62,103,169
910 SYMBOL 233,0,0,0,6,127,254,126,37
920 SYMBOL 234,0,0,0,96,254,127,126,164
930 SYMBOL 235,1,1,1,1,1,1,1,1
940 SYMBOL 236,128,128,128,128,128,128,1
28,128
950 SYMBOL 237,255,0,0,0,0,0,0,0
960 SYMBOL 238,255,128,128,128,128,128,1
28,128
970 SYMBOL 239,255,1,1,1,1,1,1,1
980 SYMBOL 240,128,128,128,128,128,128,1
28,255
990 SYMBOL 241,1,1,1,1,1,1,1,255
1000 RETURN
1010 RESTORE 1020:FOR XX=360 TO 366:READ
 ZZ:POKE XX,ZZ:NEXT:RESTORE:RETURN
1020 DATA 205,96,187,50,111,1,201
```

Φυτώριο

Μέσα στα φυτώρια τα φυτά μεγαλώνουν με υπερβολικό ρυθμό. Στην οθόνη του AMSTRAD, όμως, τα πράγματα παράγιναν! Ήρωας του παιχνιδιού είναι ένα πουλί, που τσιμπάει τα φυτά καθώς μεγαλώνουν, πριν φτάσουν στο πάνω μέρος της οθόνης. Κάθε φυτό μπορεί να τσιμπηθεί μόνο μια φορά. Όταν φτάσει κάποιο φυτό μέχρι πάνω, εμφανίζεται μια μέλισσα που παίρνει όλο το νέκταρ από το πουλί. Χρειάζονται γρήγορα αντανακλαστικά για να παίξεις αυτό το παιχνίδι.

```
10 REM BUZZY BEE.
20 REM @ PAUL STANLEY.
30 MODE 1:BORDER 9:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:CLS #1
40 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS# 0
50  GOSUB 810
60  GOSUB 740
70 HS=0:DIM Y(5),A$(4)
80 GOSUB 590
90 TIM=TIME
100 LOCATE X1+1,Y1+1:PRINT"    ";:LOCATE
X1+1,Y1+2:PRINT"    ";:LOCATE X+1,Y+1:PRI
NT B$;:LOCATE X+1,Y+2:PEN 3:PRINT C$:PEN
 1:Y1=Y:X1=X
110 PEN 3:TS=INT((TIME-TIM)/300):LOCATE
24,24:PRINT CHR$(24);"Time:";CHR$(24);:P
EN 1:PRINT TS;
120 IF Y(T)=4 THEN GOSUB 230
130 G=G-2*(INKEY(1)=0 AND G<31)+2*(INKEY
(8)=0 AND G>1)
140 PEN 0: LOCATE G1+1,F1+2:PRINT CHR$(2
2);CHR$(1);CHR$(246);CHR$(22);CHR$(0);:P
EN 1:LOCATE G+1,F+2:PRINT CHR$(22);CHR$(
1);CHR$(246);CHR$(22);CHR$(0):PEN 1:F1=F
:G1=G
150 IF INKEY(9)=0 THEN GOSUB 500
160 T=INT(RND*5)+1:Y(T)=Y(T)-1:IF Y(T)<H
2 AND Y(T)>H1 THEN H2=Y(T):FL2=T
170 IF Y(T)<H1 THEN H1=Y(T):FL1=T
```

```
180 PEN 2: LOCATE T*6-4,Y(T)+1:PRINT CHR
$(243);"  ";CHR$(244);:LOCATE T*6-4,Y(T)
+2:PRINT"     ";:LOCATE T*6-4,Y(T)+3:PRI
NT CHR$(247);" ";CHR$(143);" ";CHR$(248)
;:LOCATE T*6-4,Y(T)+4:PRINT "  "; CHR$(1
43);"  ";:PEN 2:
190 LOCATE T*6-2,Y(T)+2:PRINT CHR$(245):
PEN 1
200 IF X<FL1*6-4 THEN B$=A$(3):C$=A$(4):
X=X+1
210 IF X>FL1*6-4 THEN B$=A$(1):C$=A$(2):
X=X-1
220 GOTO 100
230 IF X=T*6-4 THEN 350
240 IF G=T*6-3 THEN LOCATE G+1,F+2:PEN 3
:PRINT CHR$(22);CHR$(1);CHR$(246);CHR$(2
2);CHR$(0);:PEN 1
250 FOR F=4 TO 17
260 PEN 2:LOCATE T*6-4,F+1:PRINT"     ";
:LOCATE T*6-4,F+2:PRINT CHR$(243);"   ";
CHR$(244);:LOCATE T*6-4,F+3:PRINT"     "
;:LOCATE T*6-4,F+4:PRINT CHR$(247);" ";C
HR$(143);" ";CHR$(248);:LOCATE T*6-3,F+5
:PRINT " ";CHR$(143);" ";:PEN 2:
270 LOCATE T*6-2,F+3:PRINT CHR$(245);:PE
N 1
280 SOUND 2,(F+100),5
290 NEXT
300 F=21
310 Y(T)=18
320 IF T=FL1 THEN FL1=FL2:H1=H2
330 IF G=T*6-3 THEN LOCATE G+1,F+2:PEN 0
:PRINT CHR$(22);CHR$(1);CHR$(246);CHR$(2
2);CHR$(0);:PEN 1
340 RETURN
350 IF B$=A$(1) THEN D=X+1
360 IF B$=A$(3) THEN D=X
370 S=S+1
380 FOR I=0 TO 3:FOR G=1 TO 10
390 SOUND 1,(G+100),4:LOCATE D+1,I+1:PRI
NT MID$(A$(1),2);:SOUND 1,180,4:LOCATE D
+1,I+1:PRINT MID$(A$(3),1,2)
400 NEXT G
410 LOCATE X+1,I+1:PRINT"   ";:LOCATE X+
1,I+2:PRINT B$;:LOCATE X+1,I+3:PRINT C$
```

```
420 NEXT I
430 FOR F=1 TO 600:NEXT
440 CLS:LOCATE 1,5:PRINT CHR$(24);"YOU S
URVIVED FOR ";CHR$(24);TS;"SECONDS."
450 IF TS>HS THEN HS=TS:PEN 2:PRINT:PRIN
T"WELL DONE! That's the longest   record
ed time!":PEN 1:GOTO 470
460 PEN 3: PRINT:PRINT"The longest recor
ded time standsat ";hs;"seconds":PEN 1
470 LOCATE 4,17:PEN 2:PRINT"PRESS ANY KE
Y TO START AGAIN"
480 IF INKEY$<>"" THEN 480
490 IF INKEY$="" THEN 490 ELSE CLS:GOTO
80
500 SOUND 1,80,4: IF G<>3 AND G<>9 AND G
<>15 AND G<>21 AND G<>27 THEN RETURN
510 IF G=U*6-3 OR Y((G+3)/6)>15 THEN RET
URN
520 U=(G+3)/6
530 Y(U)=Y(U)+2
540 PEN 2:LOCATE U*6-4,Y(U)-1:PRINT"
 ";:LOCATE U*6-4,Y(U):PRINT"      ";:LOCA
TE U*6-4,Y(U)+1:PRINT CHR$(243);"    ";CH
R$(244);:LOCATE U*6-4,Y(U)+2:PRINT"
";:LOCATE U*6-4,Y(U)+3:PRINT CHR$(247);"
 ";:PRINT CHR$(143);" ";CHR$(248);
550 LOCATE U*6-3,Y(U)+4:PRINT " ";CHR$(1
43);" ";:LOCATE U*6-2,Y(U)+2:PRINT CHR$(
245);
560 LOCATE U*6-3,Y(U)+4:PRINT" ";CHR$(24
5);:PEN 1
570 IF U=FL1 THEN IF Y(U)>H2 THEN H1=H2:
FL1=FL2:FL2=U:H2=Y(U)
580 RETURN
590 FOR F=1 TO 5:Y(F)=18
600 PEN 2:LOCATE F*6-4,Y(F)+1:PRINT CHR$
(243);"    ";CHR$(244);:LOCATE F*6-4,Y(F)
+2:PRINT"      ";:LOCATE F*6-4,Y(F)+3:PRI
NT CHR$(247);" ";CHR$(143);" ";CHR$(248)
;:LOCATE F*6-2,Y(F)+4:PRINT CHR$(143);:L
OCATE F*6-2,Y(F)+2
610  PRINT CHR$(245):PEN 1
620 NEXT F
630 FOR F=0 TO 3:LOCATE 1,F+1:PRINT STRI
NG$(32," "):NEXT F
```

```
640 Y=0:X=15
650 F=21:G=15
660 A$(1)=CHR$(231)+CHR$(232)+CHR$(233):
A$(2)=CHR$(234)+CHR$(235)+CHR$(236):A$(3
)=CHR$(237)+CHR$(238)+CHR$(239):A$(4)=CH
R$(240)+CHR$(241)+CHR$(242):B$=A$(1):C$=
A$(2)
670 Y1=Y:X1=X:F1=F:G1=G
680 PEN 2:LOCATE G+1,F+2:PRINT CHR$(22);
CHR$(1) CHR$(246);CHR$(22);CHR$(0):PEN 1

690 H1=20:H2=20:FL1=2:FL2=4
700 T=1
710 U=10
720 SOUND 1, 180,4
730 RETURN
740 REM
750 A$="AAA A A AAA AAA A A  AAA AAA AAA
A A A A   A   A A A  A A A   A  AAA A A
 A   A  AAA  AAA AAA AAAA A A A A   A
 A   A A A   A  AAA AAA AAA AAA  A   AAA
 AAA AAA":GOSUB 1010
760 LOCATE 1,8:PRINT"A giant bee likes n
ectar from   giant flowers,but you have
to   stop it because you eat nectar  as
well ! !"
770 PRINT:PRINT"Chop chunks out of the s
talks   with COPY KEY but note that once
a piece has been cut out of one stalk yo
u must cut the next one out of a differe
nt stalk."
780 PEN 3:PRINT:PRINT "MOVE LEFT AND RIG
HT WITH THE    CURSOR  ARROW KEYS":PEN 1
790 LOCATE 5,24:PRINT CHR$(24);" PRESS A
NY KEY TO START ";CHR$(24)
800 IF INKEY$=""THEN 800 ELSE CLS:RETURN
810 SYMBOL AFTER 230
820 SYMBOL 231,0,2,34,17,9,5,5,5
830 SYMBOL 232,7,24,32,33,66,66,68,69
840 SYMBOL 233,128,124,226,34,34,66,130,
12
850 SYMBOL 234,7,13,25,63,63,31,15,7
860 SYMBOL 235,170,170,170,170,170,170,1
70,170
```

```
870 SYMBOL 236,240,248,252,254,252,248,2
40,224
880 SYMBOL 237,1,62,71,68,68,66,65,48
890 SYMBOL 238,224,24,4,132,66,66,34,162
900 SYMBOL 239,0,64,68,136,144,160,160,1
60
910 SYMBOL 240,15,31,63,127,63,31,15,7
920 SYMBOL 241,85,85,85,85,85,85,85,85
930 SYMBOL 242,224,176,152,252,252,248,2
40,224
940 SYMBOL 243,96,224,224,112,120,60,30,
15
950 SYMBOL 244,6,6,7,15,30,60,120,240
960 SYMBOL 245,108,104,75,139,145,73,81,
255
970 SYMBOL 246,220,220,72,126,72,28,20,2
0
980 SYMBOL 247,15,7,3,1,0,0,0,0
990 SYMBOL 248,240,224,192,128,0,0,0,0
1000 RETURN
1010 PEN 2:FOR X=1 TO LEN(A$):IF MID$(A$
,X,1)=" " THEN PRINT " "; ELSE PRINT CHR
$(166+ASC(MID$(A$,X,1)));:SOUND 2,(X*3+1
00),5
1020 NEXT:PEN 1:RETURN
1030 FOR X=231 TO 254:PRINT CHR$(X);:NEX
T
```

Μέτρημα

Σίγουρα ο υπολογιστής είναι απαραίτητο βοήθημα στη διδασκαλία και όσο πιο μικρή η ηλικία, τόσο πιο πολύ μπορεί να προσφέρει. Για τα πολύ μικρά παιδιά το πρόγραμμα αυτό προσφέρει έναν πολύτιμο και ακούραστο σύντροφο για την εκμάθηση των αριθμών. Προσφέρει μια εικόνα με πολλά αντικείμενα (π.χ. καράβια, λουλούδια, γάτες) και ζητάει από το παιδί να τα μετρήσει.

```
10 REM COUNTABOUT
20 REM H.WALWYN
30 MODE 1:WINDOW #1,1,40,1,25:BORDER 0:I
NK 0,0:INK 1,24:INK 2,20:INK 3,6:PAPER #
1,0:CLS #1
40 X=0:GOSUB 770
50 Z$=CHR$(10)+STRING$(8,8)
60 V=26:W=4
70 LOCATE 1,4:PRINT CHR$(24)"A counting
game for children aged 2 - 5.";CHR$(24)
80 GOSUB 350
90 LOCATE 8,22:PRINT"Press any key to st
art"
100 K = RND: IF INKEY$="" THEN GOTO 100
ELSE CLS #1
110 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #
0,1:CLS #0
120 REM
130 Q=INT(RND*9)+1
140 K=INT(RND*5)+1
150 J=1:JL=6
160 FOR I = 1 TO Q
170 LOCATE J,JL
180 ON K GOSUB 550,590,640,680,720
190 IF INT(I/3)=I/3 THEN J=1:JL=JL+6 ELS
E J=J+7
```

```
200 NEXT I
210 PEN 2:LOCATE 1,1: PRINT"H O W  M A N
 Y  ";:PEN 3:PRINT N$;" ?":PEN 1
220 IF INKEY$<>"" THEN 220
230 A$=INKEY$: IF A$="" THEN 230
240 IF A$<"1"  OR A$>"9" THEN 230
250 LOCATE V,W:PRINT"   ";:LOCATE V,W+1:
PRINT"   ";:LOCATE V,W+2:PRINT"   ";
260 ON VAL(A$) GOSUB 420,430,440,450,460
,470,480,490,500
270 IF VAL(A$)=Q THEN  GOTO 330
280 IF VAL(A$)=Q+1 OR VAL(A$)=Q-1 THEN 3
10
290 SOUND 1,180,5:SOUND 1,120,5:LOCATE 2
3,9:PRINT "NO - WRONG";
300 GOSUB 510: GOTO 210
310 SOUND 1,180,5:SOUND 1,120,5:LOCATE 2
2,9:PEN 2:PRINT "N E A R L Y";:PEN 1
320 GOSUB 510:GOTO 210
330 SOUND 1,180,5:SOUND 1,120,5:LOCATE 2
3,9:PEN 3:PRINT "CORRECT !!";:PEN 1
340 GOSUB 510:CLS:GOTO 120
350 REM instructions
360 PEN 3:LOCATE 1,1:PRINT"
COUNTABOUT":PEN 1
370 LOCATE 1,7:PEN 2:PRINT"There is no n
eed to use the ENTER key in this program
.":PEN 1
380 LOCATE 1,11:PEN 3:PRINT"Once the chi
ld knows where the numbers  from 1 to 9
are on the keyboard, you can sit back an
d let the computer do a bit of teaching!
":PEN 1
390 RETURN
400 REM NUMBERS
410 PEN 2
420 PEN 2:LOCATE V,W: PRINT CHR$(231);CH
R$(232):LOCATE V,W+1:PRINT" ";CHR$(232):
LOCATE V,W+2:PRINT" ";CHR$(232):PEN 1:RE
TURN
430 PEN 3:LOCATE V,W: PRINT CHR$(233);CH
R$(235);CHR$(234):LOCATE V,W+1:PRINT CHR
$(233);CHR$(235);CHR$(236):LOCATE V,W+2:
PRINT CHR$(237);CHR$(235);CHR$(235);:PEN
 1:RETURN
```

```
440 LOCATE V,W: PRINT CHR$(233);CHR$(235
);CHR$(234):LOCATE V,W+1:PRINT" ";CHR$(2
35);CHR$(240):LOCATE V,W+2:PRINT CHR$(23
7);CHR$(235);CHR$(236):RETURN
450 PEN 2:LOCATE V,W: PRINT" _ ":LOCATE
V,W+1:PRINT CHR$(231);" ";CHR$(232):LOCA
TE V,W+2:PRINT CHR$(238);CHR$(238);CHR$(
239):PEN 1:RETURN
460 PEN 3:LOCATE V,W: PRINT CHR$(241);CH
R$(235);CHR$(235):LOCATE V,W+1:PRINT CHR
$(237);CHR$(235);CHR$(234):LOCATE V,W+2:
PRINT CHR$(237);CHR$(235);CHR$(236):PEN
1:RETURN
470 PEN 2:LOCATE V,W: PRINT CHR$(233);CH
R$(235);CHR$(234):LOCATE V,W+1:PRINT CHR
$(242);CHR$(235);CHR$(234):LOCATE V,W+2:
PRINT CHR$(237);CHR$(235);CHR$(236):PEN
1:RETURN
480 PEN 3:LOCATE V,W: PRINT" __":LOCATE
V,W+1:PRINT"  ";CHR$(231):LOCATE V,W+2:P
RINT" ";CHR$(231);" ":PEN 1:RETURN
490 PEN 2:LOCATE V,W: PRINT CHR$(233);CH
R$(235);CHR$(234):LOCATE V,W+1:PRINT CHR
$(242);CHR$(235);CHR$(240):LOCATE V,W+2:
PRINT CHR$(237);CHR$(235);CHR$(236):PEN
1:RETURN
500 PEN 2:LOCATE V,W: PRINT CHR$(233);CH
R$(235);CHR$(234):LOCATE V,W+1:PRINT CHR
$(237);CHR$(235);CHR$(240):LOCATE V,W+2:
PRINT CHR$(237);CHR$(235);CHR$(236):PEN
1:RETURN
510 FOR L=1 TO 1500:NEXT
520 LOCATE V,W:PRINT"   ";:LOCATE V,W+1:
PRINT"   ";:LOCATE V,W+2:PRINT"   ";
530 LOCATE 22,9:PRINT "           ";
540 RETURN
550 N$="H O U S E S"
560 PEN 3:PRINT " ";CHR$(247);CHR$(143);
CHR$(143);CHR$(143);CHR$(246);"  ";Z$;CH
R$(247);CHR$(143);CHR$(143);CHR$(143);CH
R$(143);CHR$(143);CHR$(246);:PEN 2:PRINT
 " "Z$;CHR$(232);"     ";CHR$(232);Z$;C
HR$(232);"  ";
570 PRINT CHR$(249);"   ";CHR$(232);:PEN
 1
```

```
580 RETURN
590 REM CATS
600 N$="C A T S"
610 PRINT " ";CHR$(247);"  ";CHR$(246);"
   ";Z$;" ";CHR$(143);CHR$(143);CHR$(143
);CHR$(143)"   ";Z$;"=";CHR$(244);CHR$(1
43);CHR$(143);CHR$(245);"=   "Z$;
620 PRINT CHR$(247);CHR$(143);CHR$(143);
CHR$(246);"   ";Z$;" ";CHR$(143);CHR$(14
3);CHR$(143);CHR$(143);
630 RETURN
640 REM TELEPHONE
650 N$="T E L E P H O N E S"
660 PEN 2: PRINT CHR$(247);CHR$(143);CHR
$(143);CHR$(143);CHR$(216);"    ";Z$;CHR
$(143);CHR$(143);CHR$(143);:PEN 1:PRINT"
    ";Z$;" (o)";
670 RETURN
680 REM BOATS
690 N$="S H I P S"
700 PEN 3:PRINT CHR$(22);CHR$(1);"   ";C
HR$(143);CHR$(248);" ";CHR$(248);CHR$(24
8);Z$;:PEN 2:PRINT CHR$(244);":::::";CHR
$(245);CHR$(22);CHR$(0);:PEN 1
710 RETURN
720 REM FLOWERS
730 N$="F L O W E R S"
740 PEN 3:PRINT CHR$(244);CHR$(143);CHR$
(245);"     ";Z$;" ";CHR$(250);"      ";
Z$;" ";CHR$(250);"      ";Z$;:PEN 1:PRIN
T" ";CHR$(251);
750 RETURN
760 STOP
770 REM
780 SYMBOL AFTER 230
790 SYMBOL 231,1,2,4,8,16,32,64,128
800 SYMBOL 232,128,128,128,128,128,128,1
28,128
810 SYMBOL 233,0,0,0,3,4,8,8,8
820 SYMBOL 234,0,0,0,192,32,16,16,16
830 SYMBOL 235,0,0,0,255,0,0,0,0
840 SYMBOL 236,16,16,32,192,0,0,0,0
850 SYMBOL 237,8,8,4,3,0,0,0,0
860 SYMBOL 238,255,0,0,0,0,0,0,0
```

```
870 SYMBOL 239,255,128,128,128,128,128,1
28,128
880 SYMBOL 240,16,16,16,240,16,16,16,16
890 SYMBOL 241,0,0,0,15,8,8,8,8
900 SYMBOL 242,8,8,8,15,8,8,8,8
910 SYMBOL 243,255,1,1,1,1,1,1,1
920 SYMBOL 244,127,63,31,15,7,3,1,0
930 SYMBOL 245,255,254,252,248,240,224,1
92,128
940 SYMBOL 246,128,192,224,240,248,252,2
54,255
950 SYMBOL 247,0,1,3,7,15,31,63,127
960 SYMBOL 248,255,255,0,0,0,0,0,0
970 SYMBOL 249,213,171,213,171,213,171,2
13,171
980 SYMBOL 250,16,16,16,16,16,16,16,16
990 SYMBOL 251,0,60,126,126,126,126,60,0
1000 RETURN
```

Λαβύρινθος

Είσαι χαμένος μέσα σε έναν λαβύρινθο και πρέπει να σώσεις την κοπέλα από βέβαιο θάνατο. Αντί να σε κυνηγάει κάποιος μινώταυρος, όμως, έχει πάρει το κατόπι σου ένα γιγαντιαίος αρουραίος που λιγουρεύεται τις πεντανόστιμες σάρκες σου. Έχεις έναν ορισμένο χρόνο πριν η κοπέλα μεταμορφωθεί σε γιγαντιαίο αρουραίο και ο αρουραίος γίνει κοπέλα!

Σαν να μη έφταναν όλα αυτά, στο διάβα σου έχεις να αποφύγεις και πολλές νάρκες, που δυσκολεύουν ακόμα περισσότερο την πορεία.

```
10 REM GIANT RATS
20 REM @ PAUL STANLEY.
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,0:CLS #1
40 GOSUB 880
50 DIM A(4),B(4)
60 GOSUB 690
70 HS=0
80 GOSUB 780
90 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
100 SC=0
110 LI=5
120 PEN 2:FOR F=0 TO 30:LOCATE F+1,1:PRI
NT CHR$(237);:LOCATE F+1,21:PRINT CHR$(2
37);:NEXT:FOR F=1 TO 19:LOCATE 1,F+1:PRI
NT CHR$(237);:LOCATE 31,F+1:PRINT CHR$(2
37);:NEXT:PEN 1
130 GOSUB 510
140 FOR I=1 TO 30:LOCATE INT(RND*22)+8,
INT(RND*14)+6:PRINT CHR$(237);:NEXT I
150 SC=SC-1:Y=1:X=1:F=19:G=29:A$=CHR$(23
3)
160 LOCATE 6,22:PRINT CHR$(24);"HI-SC:";
CHR$(24);HS;:PEN 2:LOCATE 17,22:PRINT"LI
:";LI;:PEN 3:LOCATE 24,22:PRINT CHR$(24)
;"SCORE:0";CHR$(24);:PEN 1
170 B$=CHR$(231)+CHR$(232):C=1
180 GOSUB 420
190 FOR I=1 TO 2
```

```
200 C=C-1:LOCATE 1,22:PRINT C;" ";:IF C=
0 THEN 590
210 IF RND>0.97 THEN GOSUB 470
220 LOCATE X+1,Y+1:PRINT" "
230 IF INKEY(1)=0 THEN LOCATE X+2,Y+1:CA
LL 360:Z=PEEK(367):IF Z<>237 THEN X=X+1

240 IF INKEY(8)=0 THEN LOCATE X,Y+1:CALL
 360:Z=PEEK(367):IF Z<>237 THEN X=X-1
250 IF INKEY(0)=0 THEN LOCATE X+1,Y:CALL
 360:Z=PEEK(367):IF Z<>237 THEN Y=Y-1
260 IF INKEY(2)=0 THEN LOCATE X+1,Y+2:CA
LL 360:Z=PEEK(367):IF Z<>237 THEN Y=Y+1
270 LOCATE X+1,Y+1:CALL 360:Z=PEEK(367):
IF Z=238 THEN GOSUB 420
280 IF (X=B(1) AND Y=A(1)) OR (X=B(2) AN
D Y=A(2)) OR (X=B(3) AND Y=A(3)) OR (X=B
(4) AND Y=A(4)) THEN GOTO 550
290 LOCATE X+1,Y+1:PRINT MID$(B$,I,1)::G
OSUB 330
300 IF ZX=1 THEN ZX=0:GOTO 570
310 NEXT I
320 GOTO 190
330 F1=F:G1=G
340 IF F<Y THEN A$=CHR$(236):F=F+0.5
350 IF F>Y THEN A$=CHR$(235):F=F-0.5
360 IF G<X THEN A$=CHR$(234):G=G+0.5
370 IF G>X THEN A$=CHR$(233):G=G-0.5
380 LOCATE G1+1,F1+1:PRINT" ";:LOCATE G+
1,F+1:PEN 3:PRINT A$;:PEN 1
390 ZX=0:LOCATE X+1,Y+1:CALL 360:Z=PEEK(
367):IF Z>=233 AND Z<=236 THEN ZX=1:RETU
RN
400 LOCATE INT(RND*15)*2+2,INT(RND*10)*2
+2:PRINT CHR$(237)
410 RETURN
420 SC=SC+1:LOCATE 30,22:PEN 2:PRINT MID
$(STR$(SC),2);:PEN 1
430 FOR L=1 TO 5:SOUND 1,(L*5*5),3:NEXT
440 C=100
450 Q=INT(RND*10)*2+1:W=INT(RND*15)*2+1:
LOCATE W+1,Q+1:PRINT CHR$(238);
460 RETURN
470 LOCATE W+1,Q+1:PRINT" ":L=Q:M=W:L1=F
:M1=G:F=L:G=M:Q=L1:W=M1
```

```
480 LOCATE W+1,Q+1:PRINT CHR$(238);
490 T=1
500 RETURN
510 REM
520 FOR I=1 TO 4:A(I)=INT(RND*10)*2+1:B(
I)=INT(RND*15)*2+1:NEXT
530 FOR I=7 TO 0 STEP -1:FOR L=1 TO 4:LO
CATE B(L)+1,A(L)+1:PEN 3:PRINT CHR$(143)
:PEN 1:SOUND 1,(5*L*2),3:NEXT L,I
540 RETURN
550 FOR L=1 TO 3:LOCATE X+1,Y+1:PRINT CH
R$(231);:SOUND 1,(L*10),3:NEXT L
560 GOTO 600
570 FOR L=1 TO 3:LOCATE X+1,Y+1:PRINT CH
R$(236);:SOUND 1,(L*10*L),3:NEXT L
580 GOTO 600
590 FOR L=1 TO 15:FOR I=1 TO 3:SOUND 1,(
L*10+I*20),3:LOCATE W+1,Q+1:PRINT CHR$(2
38):NEXT I,L
600 LOCATE X+1,Y+1:PRINT" ";:LOCATE G+1,
F+1:PRINT" ";:LOCATE W+1,Q+1:PRINT" ";
610 LI=LI-1:IF LI>0 THEN SOUND 1,(100*2)
,3:GOTO 150
620 CLS:FOR F=1 TO 21:SOUND 1,(F*5+30),3
:NEXT
630 PEN 2: PRINT:PRINT"You scored";SC;"
POINTS":PEN 1
640 IF SC>HS THEN HS=SC:PRINT:PRINT:PEN
3:PRINT"WELL DONE!  A NEW HIGH SCORE!":P
EN 1:FOR XX=5 TO 8:FOR SS=10 TO 30:SOUND
 1,(XX*3+SS*3),3:NEXT SS,XX
650 PRINT:PRINT"The high-score is";HS
660 PRINT:PRINT"PRESS ANY KEY TO PLAY AG
AIN"
670 IF INKEY$<>"" THEN 670
680 IF INKEY$="" THEN 680 ELSE CLS:GOTO
80
690 REM
700 PEN 3:PRINT CHR$(24);"          G I
A N T   R A T S              ";CHR$(24);:PE
N 1
```

```
710 PEN 2:LOCATE 1,4:PRINT"The giant rat
 is out to get you!  You   must try to r
each the girl before she   mutates [a ti
mer at the bottom of the   screen counts
 this down].":PEN 1
720 LOCATE 1,9:PRINT"However she might b
e a mutant herself   and change places
  with  the  rat     unpredictably. Also
 she might disappear totally [if she mee
ts the rat]"
730 PEN 3:LOCATE 1,14:PRINT"And that's n
ot all! When you start,up toFOUR mines w
ill be shown randomly. The  mines'positi
ons must be noted,for if youland on one,
you will be destroyed!!!":PEN 1
740 PEN 2:LOCATE 1,20:PRINT CHR$(24);"
USE THE ARROW KEYS TO MOVE AROUND.     ";
CHR$(24);:PEN 1
750 LOCATE 1,24:PEN 3:PRINT CHR$(24);"
       PRESS ANY KEY TO START          ";
CHR$(24);:PEN 1
760 IF INKEY$<>"" THEN 760
770 IF INKEY$=""THEN 760 ELSE CLS:RETURN
780 SYMBOL AFTER 230
790 SYMBOL 231,28,93,73,62,8,28,34,65
800 SYMBOL 232,28,28,8,127,8,28,20,20
810 SYMBOL 233,7,1,33,57,93,255,36,108
820 SYMBOL 234,240,128,132,156,186,255,3
6,54
830 SYMBOL 235,8,28,62,28,28,63,61,7
840 SYMBOL 236,15,57,255,124,254,84,56,1
6
850 SYMBOL 237,255,129,189,165,165,189,1
29,255
860 SYMBOL 238,28,28,73,62,28,62,20,54
870 RETURN
880 RESTORE 890:FOR XX=360 TO 366:READ Z
Z:POKE XX,ZZ:NEXT:RESTORE:RETURN
890 DATA 205,96,187,50,111,1,201
```

Αγιοβασίλης

Παραμονή πρωτοχρονιάς και ο Αηβασίλης πρέπει να τρέξει να μοιράσει τα δώρα, πριν ξυπνήσει ο κόσμος. Μετακινώντας το έλκηθρο αριστερά και δεξιά ο ΄Αγιος Βασίλης πρέπει να πιάσει τα δώρα που πέφτουν από τον ουρανό και να τα μοιράσει στις καμινάδες των σπιτιών. Κάθε φορά που ένα δώρο φτάσει στον προορισμό του, η οικογένεια του σπιτιού ξυπνάει, τα φώτα ανάβουν και το χιόνι στη στέγη αρχίζει σιγά-σιγά να λιώνει. ΄Οσο περισσότερη ώρα δουλεύει ο Αηβασίλης, τόσο λιγότερο χρόνο έχει στη διάθεση του πριν ξυπνήσουν οι ένοικοι.

```
10 REM XMAS EVE
20 REM @ PAUL STANLEY.
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
40 GOSUB 870
50 HS=0:GOSUB 510
60 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
70 GOSUB 670
80 SK=0.98:S=0
90 A$=CHR$(231):B$=CHR$(232):C$=CHR$(233
):X=27
100 D$=STRING$(28,32)
110 G=1:H=INT(RND*28)+2:IF (H+1)/4=INT((
H+1)/4) THEN 110
120 LOCATE 16,1:PRINT"HIGH-SCORE:";HS
130 P=0
140 LOCATE 1,1:PRINT" PRESENTS:";S
150  IF INKEY(1)=0 THEN X=X-2*(X<27):A$=
CHR$(234):B$=CHR$(235):C$=CHR$(236)
160 IF INKEY(8)=0 THEN X=X+2*(X>2):A$=CH
R$(231):B$=CHR$(232):C$=CHR$(233)
170 XR=X+(X>1)+(X>25)
180  LOCATE XR,11:PRINT"      ";:LOCATE
 X+1,11:PEN 3:PRINT A$;:PEN 1:PRINT B$;:
PEN 3:PRINT C$;:PEN 1
```

```
190 IF P=0 THEN G=G+1:LOCATE H+1,G:PRINT
 " ";:LOCATE H+1,G+1:PRINT CHR$(237);:IF
 G=10 THEN IF H=X+2 OR H=X+1 OR H=X THEN
 P=1
200 IF G=12 THEN LOCATE H+1,G+2:CALL 360
:L=PEEK(367):IF L=58 THEN GOTO 270
210 IF G=12 THEN LOCATE H+1,13:PRINT" ";
:G=1:GOTO 230
220 GOTO 240
230 H=INT(RND*28)+2:IF (H+1)/4=INT((H+1)
/4) THEN 230
240 IF P<>0 THEN IF INKEY(47)=0 THEN G=1
0:H=X-1-(A$=CHR$(234))-3*(C$=CHR$(233)):
P=0
250 IF RND>SK THEN Q=INT(RND*7)+1:E=INT(
RND*4):LOCATE Q*4-E+2,17:PRINT " ";:MID$
(D$,(Q*4-E),1)="p":IF MID$(D$,(Q*4-3),4)
="pppp" THEN 340
260 GOTO 150
270 LOCATE H+1,13:PRINT" "
280 LOCATE H+1,19:CALL 360:L=PEEK(367):I
F L=95 THEN GOTO 110
290 S=S+1:LOCATE 1,1:PRINT" PRESENTS:";S
300 LOCATE H+1,19:PRINT"__";:LOCATE H+1,
20:PRINT"__";
310 FOR F=1 TO 3:SOUND 1,(F*50+F*2),3:NE
XT
320 FOR F=4 TO 28 STEP 4:LOCATE F+1,19:C
ALL 360:L=PEEK(367):IF L=95 THEN NEXT F:
SK=SK-0.02:CLS:GOSUB 700:GOTO 90
330 GOTO 110
340 LOCATE (Q*4)+1,19:CALL 360:L=PEEK(36
7):IF L<>95 THEN GOTO 390
350 GOTO 150
360 RESTORE 370:FOR F=1 TO 29:READ A,B:S
OUND 1,B,A*5:FOR Z=1 TO 350:NEXT Z,F
370 DATA 1,95,1,95,15,95,1,0,1,95,1,95,1
5,95,1,0,1,95,1,80,1,119,1,106,15,95,1,0
,1,0,1,0,1,89,1,89,1,89,1,89,1,89,1,95,1
,95,1,95,1,80,1,80,1,89,1,106,15,119
380 RETURN
390 FOR F=10 TO 1 STEP -0.5:LOCATE X+1,F
+1:PEN 3:PRINT A$;:PEN 1:PRINT B$;:PEN 3
:PRINT C$;:PEN 1:LOCATE X+1,F+2:PRINT"
 ":SOUND 1,(F*30),3:NEXT F
```

```
400 IF S>HS THEN HS=S
410 LOCATE X+1,2:PRINT"   ";
420 LOCATE H+1,G+1:PRINT" "
430 LOCATE Q*4,19:PRINT"__";:LOCATE Q*4,
20:PRINT CHR$(241);"_";
440 LOCATE 9,9:PRINT"G A M E  O V E R"
450 GOSUB 360
460 LOCATE 3,12:PRINT"PRESS ANY KEY TO P
LAY AGAIN"
470 IF INKEY$<>"" THEN 470
480 IF INKEY$="" THEN 480 ELSE CLS:GOTO
70
490 GOTO 470
500 END
510 PEN 2:PRINT CHR$(24);"       C H R I
 S T M A S   E V E        ";CHR$(24);:PE
N 2
520 LOCATE 1,4:PEN 3:PRINT"It is approac
hing midnight on Christams eve and Santa
 is late.You play the part of Santa and
you must deliver presents  which are thr
own down to you by your    elves.":PEN 1
530 PRINT:PRINT"Having caught a present
[by flying      directly below it] you m
ust move over a chimney and drop a prese
nt down it.":PEN 2
540 PRINT:PRINT:PRINT"When a present has
 been dropped down a  chimney  the  fami
ly  in  that  house   immediately start
work on opening up    the present and th
ey will turn the lighton.":PEN 1
550 PRINT:PRINT"Dropping another present
 down a chimney of a lit house will not
count."
560 LOCATE 1,24:PEN 3:PRINT CHR$(24);"
      PRESS ANY KEY TO CONTINUE       ";
CHR$(24);:PEN 1
570 IF INKEY$=""THEN 570 ELSE CLS
580 PEN 2:PRINT CHR$(24);"       C H R I
 S T M A S   E V E        ";CHR$(24);:PE
N 2
```

```
590 LOCATE 1,3:PRINT"Beneath each roof y
ou will see a patch  of snow which melts
 as time elapses.This melts at a rate wh
ich is propotional tothe activity in the
 house.":PEN 1
600 PRINT:PRINT"As the presents must be
placed down the chimneys before anyone s
ees you,if all  the snow has melted unde
r a particular  roof without a present b
eing dropped    before this occurs it wi
ll indicate that";
610 PRINT"the inhabitants are awake and
you will  have to return immediately."
620 PEN 3:PRINT:PRINT"TO MOVE LEFT OR RI
GHT USE THE ARROW KEYS":PEN 1
630 PEN 2:PRINT:PRINT"TO DROP THE PRESEN
TS USE THE SPACEBAR":PEN 1
640 LOCATE 1,23:PRINT CHR$(24);"
 PRESS ANY KEY TO START           ";CHR$(2
4);
650 IF INKEY$=""THEN 650 ELSE CLS
660 RETURN
670 SYMBOL AFTER 230
680 SYMBOL 231,0,0,1,0,0,0,0,0
690 SYMBOL 232,192,64,160,224,127,126,99
,82
700 SYMBOL 233,8,28,8,124,156,72,63,128
710 SYMBOL 234,16,56,16,62,56,18,252,1
720 SYMBOL 235,3,2,5,7,254,126,198,74
730 SYMBOL 236,0,0,128,0,0,0,0,0
740 SYMBOL 237,0,0,0,54,54,0,54,54
750 SYMBOL 238,0,1,3,7,15,31,63,127
760 SYMBOL 239,0,128,192,224,240,248,252
,254
770 SYMBOL 240,255,220,73,65,64,0,0,0
780 SYMBOL 241,24,60,86,60,24,126,255,25
5
790 FOR X=2 TO 26 STEP 4
800 PEN 2:LOCATE X+2,14:PRINT":";:LOCATE
 X+2,15:PRINT CHR$(238);CHR$(239);:LOCAT
E X+1,16:PRINT CHR$(238);CHR$(143);CHR$(
143);CHR$(239);:LOCATE X+1,17:PRINT CHR$
(240);CHR$(240);CHR$(240);CHR$(240);:PEN
 1
```

```
810 PEN 3:LOCATE X+1,18:PRINT CHR$(143);
CHR$(143);CHR$(143);CHR$(143):LOCATE X+1
,20:PRINT CHR$(143);"  ";CHR$(143);:PEN
1
820 PEN 3:LOCATE X+1,21:PRINT STRING$(4,
143);:LOCATE X+1,22:PRINT STRING$(4,143)
;:PEN 1
830 NEXT
840 FOR X=160 TO 480 STEP 64:PLOT X,48,1
:DRAWR 0,78,1:NEXT:
850 FOR X=112 TO 496 STEP 64:PLOT X,94,3
:DRAWR 30,0,3:NEXT
860 RETURN
870 RESTORE 880:FOR XX=360 TO 366:READ A
A:POKE XX,AA:NEXT:RESTORE:RETURN
880 DATA 205,96,187,50,111,1,201
```

Μονομαχία στους αιθέρες

Πρώτος παγκόσμιος πόλεμος και ο Βαρώνος Φον Χάφεν έχει σκοπό να σε κάνει με τα κρεμμυδάκια. Τα δύο αεροπλάνα σας.στροβιλίζονται το ένα γύρω από το άλλο προσπαθώντας να καταρρίψουν τον εχθρό. Πρέπει εσείς, σαν άσσος των αιθέρων, να καταρρίψετε τον Φον Χάφεν, τον τρόμο των ουρανών, πριν αυτός καταρρίψει εσάς.

```
10 REM DOGFIGHT
20 REM ROBERT ERSKINE.
30 MODE 1:BORDER 4:INK 0,26:INK 1,1:INK
2,0:INK 3,6:WINDOW #1,1,40,1,25:PAPER #1
,0:PEN #1,1:CLS #1
40 GOSUB 1290
50 GOSUB 820
60 DIM P(4),Q(4),G$(2),D(16),E(16),F(16)
,G(16)
70  GOSUB 920
80 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
90 GOSUB 800
100 REM MAIN LOOP
110 IF P(3)=Q(3) AND P(4)=Q(4) THEN GOSU
B 560
120 LOCATE P(4)+1,P(3)+1:PRINT " ";
130 IF P(1)<21 THEN LOCATE P(2)+1,P(1)+1
:PEN 3:PRINT CHR$(A+230):PEN 1:P(3)=P(1)
:P(4)=P(2)
140 IF P(1)=Q(3) AND P(2)=Q(4) THEN GOTO
 560
150 LOCATE Q(4)+1,Q(3)+1:PRINT" ";
160 IF Q(1)<21 THEN LOCATE Q(2)+1,Q(1)+1
:PRINT CHR$(AA+238);:Q(3)=Q(1):Q(4)=Q(2)
170 IF INKEY(47)=0 AND G=1 THEN F=1
180 IF RND>0.5 AND G=-1 AND ABS(P(1)-Q(1
))<7 AND ABS(P(2)-Q(2))<7 THEN F=2
190 IF INKEY(0)=0 AND G=1 THEN A=A+1:IF
A=9 THEN A=1
200 IF RND>0.9 THEN AA=AA+1:IF AA=9 THEN
 AA=1
210 IF INKEY(2)=0 AND G=1 THEN A=A-1:IF
A=0 THEN A=8
```

```
220 IF RND>0.9 THEN AA=AA-1:IF AA=0 THEN
 AA=8
230 IF F>0 THEN GOSUB 360
240 IF P(1)>20 THEN P(1)=1
250 IF Q(1)>20 THEN Q(1)=1
260 IF P(1)<1 THEN P(1)=20
270 IF Q(1)<1 THEN Q(1)=20
280 P(1)=P(1)+D(A):P(2)=P(2)+D(A+8)
290 IF P(2)>31 THEN P(2)=1
300 IF P(2)<1 THEN P(2)=31
310 Q(1)=Q(1)+E(AA):Q(2)=Q(2)+E(AA+8)
320 IF Q(2)>31 THEN Q(2)=1
330 IF Q(2)<1 THEN Q(2)=31
340 G=-G
350 GOTO 100
360 REM FIRE
370 IF F=1 THEN X=FN A(P(2)):Y=FN B(P(1)
):Y=-Y
380 IF F=2 THEN X=FN A(Q(2)):Y=FN B(Q(1)
):Y=-Y
390 IF F=1 THEN XX=F(A):YY=F(A+8):XL=P(2
)+XX/8:YL=P(1)-YY/8
400 IF F=2 THEN XX=G(AA):YY=G(AA+8):XL=Q
(2)+XX/8:YL=Q(1)-YY/8
410 CNT=0
420 XL=-XL*(XL>=1 AND XL<=31)-(XL>31)-31
*(XL<1)
430 YL=-YL*(YL>=1 AND YL<=21)-(YL>21)-21
*(YL<1)
440 IF CNT>0 THEN PLOT X*2+64,Y*2+48,2:F
OR ZZ=1 TO 5:SOUND 1,100,1:NEXT:PLOT X*2
+64,Y*2+48,0
450 LOCATE XL+1,YL+1:CALL 360: GG=PEEK(3
67):IF GG>230 THEN  650
460 CNT=CNT+1
470 X=X+XX:Y=Y+YY:XL=INT(XL+XX/8):YL=INT
(YL-YY/8)
480 IF CNT<6 THEN 420
490 F=0:RETURN
500 PEN 2:LOCATE Q(2)+1,21:PRINT" ";:PEN
 1
510 FOR X=1 TO 10:SOUND 1,X*10),3:NEXT:L
OCATE Q(2)+1,21:PEN 0:PRINT" ";:PEN 1
520 LIVES2=LIVES2-1:IF LIVES2=0 THEN 740
```

```
530 AA=1:Q(1)=20:Q(2)=31
540 GOSUB 800
550 RETURN
560 REM COLLISION
570 LOCATE P(4)+1,P(3)+1:PEN 3:PRINT"*";
:PEN 1
580 FOR ZZ=1 TO 15:SOUND 1,ZZ*20,3:NEXT
590 LIVES=LIVES-1:LIVES2=LIVES2-1
600 IF LIVES<1 OR LIVES2<1 THEN GOSUB 80
0:GOTO 740
610 LOCATE P(4)+1,P(3)+1:PRINT" ";
620 A=1:AA=1:P(1)=20:P(2)=0:Q(1)=20:Q(2)
=31:P(3)=P(1):P(4)=P(2):Q(3)=Q(1):Q(4)=Q
(2)
630 GOSUB 800
640 GOTO 100
650 IF F=1 THEN LOCATE Q(2)+1,Q(1)+1:PEN
 2:PRINT"*";:PEN 1
660 IF F=2 THEN LOCATE P(2)+1,P(1)+1:PEN
 2:PRINT"*";:PEN 1
670 FOR L=1 TO 10:SOUND 1,90+L,3:NEXT
680 IF F=1 THEN LIVES2=LIVES2-1:IF LIVES
2=0 THEN 740
690 IF F=2 THEN LIVES=LIVES-1:IF LIVES=0
 THEN 740
700 IF F=1 THEN Q(1)=20:Q(2)=31:AA=1
710 IF F=2 THEN P(1)=20:P(2)=31:A=1
720 GOSUB 800
730 GOTO 490
740 GOSUB 800:IF LIVES=0 AND LIVES2=0 TH
EN LOCATE 5,19:PEN 2:PRINT"The result is
 a draw"
750 IF LIVES=0 AND LIVES2>0 THEN LOCATE
4,19:PEN 3:PRINT CHR$(24);"The computer
is the winner";CHR$(24);:PEN 1
760 IF LIVES>0 AND LIVES2=0 THEN LOCATE
5,19:PRINT CHR$(24);"   YOU ARE THE WINN
ER     ";CHR$(24);
770 LOCATE 5,21:PEN 2:PRINT CHR$(24);"PR
ESS ANY KEY TO RESTART";CHR$(24);:PEN 1
780 IF INKEY$<>"" THEN 780
790 IF INKEY$="" THEN 790 ELSE RUN
800 PEN 3:LOCATE 1,22:PRINT CHR$(24);"PL
YR LIVES:";LIVES;"     COMP.LIVES";LIVES
2;CHR$(24);:PEN 1:
```

```
810 RETURN
820 LOCATE 1,1:PEN 3:PRINT CHR$(24);"
          D O G F I G H T          ";C
HR$(24);:PEN 1
830 LOCATE 14,5:PEN 2:PRINT"PLAYER CONTR
OLS":PEN 1
840 LOCATE 10,8:PRINT CHR$(24);"UP   ARR
OW......... UP";CHR$(24)
850 LOCATE 10,9:PEN 3:PRINT CHR$(24);"DO
WN ARROW........DOWN";CHR$(24);:PEN 1
860 LOCATE 10,10:PEN 2:PRINT CHR$(24);"S
PACE BAR.........FIRE";CHR$(24);:PEN 1
870 LOCATE 1,15:PRINT"THE PLAYER CONTROL
S THE RED AIRCRAFT    AND THE COMPUTER C
ONTROLS THE DARK BLUE"
880 LOCATE 10,21:PEN 3:PRINT CHR$(24);"P
RESS ANY KEY TO START";CHR$(24);:PEN 1
890 IF INKEY$<>"" THEN 890
900 IF INKEY$=""THEN 900 ELSE CLS
910 RETURN
920 REM
930 G=1
940 P(1)=20:P(2)=1:Q(1)=20:Q(2)=31:P(3)=
P(1):P(4)=P(2):Q(3)=Q(1):Q(4)=Q(3)
950 A=1:AA=A
960 RESTORE:FOR X=1 TO 16
970 READ N:D(X)=N
980 READ N:E(X)=N
990 NEXT X
1000 DATA 0,0,-1,-1,-1,-1,-1,-1,0,0,1,1,
1,1,1,1
1010 DATA 1,-1,1,-1,0,0,-1,1,-1,1,-1,1,0
,0,1,-1
1020 F=0
1030 G$(1)=CHR$(A+230):G$(2)=CHR$(AA+238
)
1040 SYMBOL AFTER 230
1050 SYMBOL 231,0,15,132,255,0,15,0,0
1060 SYMBOL 232,8,26,52,9,18,164,64,0
1070 SYMBOL 233,84,84,116,84,16,16,16,84
1080 SYMBOL 234,16,72,36,208,72,36,2,4
1090 SYMBOL 235,0,240,0,255,33,240,0,0
1100 SYMBOL 236,0,2,37,72,144,36,88,16
1110 SYMBOL 237,12,8,8,8,42,46,42,42
```

```
1120 SYMBOL 238,32,64,36,18,11,36,18,8
1130 SYMBOL 239,0,240,33,255,0,240,0,0
1140 SYMBOL 240,16,88,164,144,72,37,2,0
1150 SYMBOL 241,42,42,46,42,8,8,8,8
1160 SYMBOL 242,8,18,36,11,18,36,64,32
1170 SYMBOL 243,0,0,15,0,255,132,15,0
1180 SYMBOL 244,0,64,164,18,9,36,26,4
1190 SYMBOL 245,48,16,16,16,84,116,84,84
1200 SYMBOL 246,4,2,36,72,208,36,72,16
1210 LIVES=3:LIVES2=3
1220 DEF FN A(X)=X*8+4
1230 DEF FN B(X)=X*8-172
1240 FOR X=1 TO 16:READ F(X):NEXT
1250 DATA 8,8,0,-8,-8,-8,0,8,0,8,8,8,0,-
8,-8,-8
1260 FOR X=1 TO 16:READ G(X):NEXT
1270 DATA -8,-8,0,8,8,8,0,-8,0,8,8,8,0,-
8,-8,-8
1280 RETURN
1290 RESTORE 1300:FOR FL=360 TO 366:READ
 FLL:POKE FL,FLL:NEXT:RESTORE:RETURN
1300 DATA 205,96,187,50,111,1,201
```

Ο τοίχος

Να και ένα κάπως πρωτότυπο παιχνίδι. Ξεκινώντας από τό κάτω μέρος της οθόνης αρχίζει να χτίζεται σιγά-σιγά ένας τοίχος που θα γεμίσει όλη την οθόνη. Εσύ, σαν πιλότος ενός αεροπλάνου, που περνάει από το πάνω μέρος της οθόνης, πρέπει να ρίξεις τους άνδρες σου (χωρίς αλεξίπτωτο) μέσα από τις τρύπες που υπάρχουν στον τοίχο. Ποιες τρύπες; Μα αυτές που θα δημιουργήσεις βομβαρδίζοντας τον τοίχο! Όπως καταλαβαίνεις, αν κάποιος άνδρας σου δεν πετύχει την τρύπα, χάνει τη ζωή του.

```
10 REM BRICKLAYER
20 MODE 1:BORDER 1:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:CLS #1
30  HS=0
40 GOSUB 530
50 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
60 GOSUB 610
70 GOSUB 310
80 CLS
90 LOCATE 14,1:PRINT"HI:";HS
100 X=X+F
110 IF X=0 OR X=29 THEN SOUND 1,120,5:F=
-F
120 LOCATE 1,1:PEN 3:PRINT"SCORE:";:PEN
1:PRINT S:LOCATE 23,1:PEN 3:PRINT"LIVES:
";:PEN 1:PRINT LIVES;" "
130 LOCATE 1,2:PRINT CHR$(24)STRING$(32,
32);:LOCATE X+1,2:PRINT" ";CHR$(232);" "
;CHR$(24)
140  A$=INKEY$
150 A$=UPPER$(A$)
160 IF A$="Z" THEN IF T<>1 THEN T=1:K=X+
1:L=2
170 IF A$="M" AND X>3 AND X<27 THEN IF Z
<>1 THEN Z=1:Q=X+1:I=2
```

```
180 IF T=1 THEN LOCATE K+1,L+1:PRINT" ":
L=L+1:LOCATE K+1,L+1:PEN 3:PRINT CHR$(23
3):PEN 1:SOUND 1,90,7:LOCATE K+1,L+2:CAL
L 360:VX=PEEK (367):IF VX<>32 THEN GOSUB
 270
190 IF Z=1 THEN LOCATE Q+1,I+1:PRINT" ":
I=I+1:LOCATE Q+1,I+1:PEN 2:PRINT CHR$(23
4):PEN 1:SOUND 1,180,9:LOCATE Q+1,I+2:CA
LL 360:VX=PEEK (367):IF VX<>32 THEN GOSU
B 290
200 IF L=21 THEN LOCATE K+1,L+1:PRINT" "
:T=0
210 IF I=21 THEN S=S+B*2:SOUND 1,120,8:L
OCATE Q+1,I+1:PRINT " ":I=0:Z=0
220 A=A+C
230 LOCATE A+1,B+1:PRINT CHR$(231)
240 IF A<3 OR A>27 THEN C=-C:B=B-1
250 IF B=3 THEN GOTO 420
260 GOTO 100
270 LOCATE K+1,L+1:PRINT" ":LOCATE K-1,L
+2:PRINT"     ":T=0:IF L<20 THEN LOCATE K
,L+3:PRINT"   "
280 RETURN
290 LOCATE Q+1,I+1:PRINT"*":LIVES=LIVES-
1:SOUND 1,180,8:SOUND 1,120,8:Z=0:LOCATE
 Q+1,I+1:PRINT " ":LOCATE Q,I+2:PRINT"
 ":IF LIVES=0 THEN 420
300 RETURN
310 SYMBOL AFTER 230
320 SYMBOL 231,0,126,126,126,126,126,126
,126
330 SYMBOL 232,0,24,118,219,255,110,24,0
340 SYMBOL 233,231,126,60,60,60,60,60,24
350 SYMBOL 234,28,28,8,62,8,8,20,34
360 A=27:B=20
370 C=-0.6:T=0:L=1:Z=0:I=1
380 X=0:F=1
390 S=0
400 LIVES=10
410 RETURN
420 IF LIVES=0 THEN LOCATE 31,1:PRINT" 0
";
430 FOR O=-30 TO 30 STEP 2
440 SOUND 1,50+O,5
```

```
450 NEXT
460 LOCATE 4,11:PEN 3:PRINT"PRESS ANY KE
Y TO CONTINUE":PEN 1
470 IF S>HS THEN HS=S
480 IF INKEY$<>"" THEN 480
490 A$=INKEY$: IF A$="" THEN 490
510 GOSUB 360:CLS:FOR PZ=1 TO 1000:NEXT:
GOTO 90
520 STOP
530 PRINT CHR$(24)"         B R I C K
L A Y E R         ";CHR$(24)
540 PEN 2: PRINT:PRINT:PRINT:PRINT"The o
bject is to drop humanoids from thespace
 craft at the top of the screen.":PEN 1
550 PEN 3:PRINT:PRINT"As the game progre
sses a wall will be  built up,starting
from the bottom.Holes can be made in thi
s by releasing a bomb.":PEN 1

560 PRINT:PRINT"You  have  TEN  lives  a
nd  each  time ahumanoid hits the wall h
is life is lost."
570 PEN 3:PRINT:PRINT:PRINT"[Z].........
DROPS BOMBS                  [M].........
RELEASES HUMANOIDS":PEN 1
580 PEN 2:PRINT:PRINT:PRINT"         PRE
SS ANY KEY TO START":PEN 1
590 IF INKEY$=""THEN 590 ELSE CLS
600 RETURN
610 RESTORE 620:FOR X=360 TO 366:READ A:
POKE X,A:NEXT :RESTORE:RETURN
620 DATA 205,96,187,50,111,1,201
```

Μανιτάρια

Αφού φτάσατε μέχρι εδώ, θα πρέπει να έχετε αντιμετωπίσει εξωγήϊνους, αστεροειδείς, καρχαρίες, αεροπλάνα, τανκς και ό,τι έχει να προσφέρει ο σύγχρονος πολιτισμός. Θα πρέπει να έχετε ξεκαθαρίσει το σύμπαν από κάθε είδους φθονερό αντικείμενο και να επαναπαύεστε στις δάφνες σας. Όχι για πολύ όμως!

Τα μανιτάρια έχουν καταλάβει ολόκληρη σχεδόν τη Γη. Καθώς προχωρούν ακάθεκτα στην ολοκληρωτική κατάληψη της, εσύ, ο μόνος επιζών πολεμιστής, πρέπει να τους εμποδίσεις να εκπορθήσουν το όχημα σου. Χρησιμοποιώντας τα λέϊζερ σου πρέπει να εξολοθρεύσεις όσο μπορείς περισσότερα μανιτάρια, χωρίς να τα αφήσεις να ακουμπήσουν το σκάφος σου.

```
10 REM MUSHROOM INVASION.
20 REM @ MICHAEL BEWS.
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:PAPER 0:PEN 1:WINDOW #1,1,4
0,1,25:CLS #1
40 FOR X=360 TO 366:READ A:POKE X,A:NEXT
50 GOSUB 210
60 GOSUB 300
70 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
80 X=1:Y=1:W=0:C=0
90 PEN 2:LOCATE Y+1,1:PRINT MUR$:PEN 1
100 ' IF INKEY(9)=0 THEN GOSUB 4000
110 IF INKEY(8)=0 THEN Y=Y+1*(Y>1)
120 IF INKEY (1)=0 THEN Y=Y-1*(Y<27)
130 PEN 2:LOCATE Y+1,1:PRINT MUR$:PEN 1

140 IF INKEY(9)=0 THEN GOSUB 440
150 LOCATE Y+2,2:CALL 360:J=PEEK(367):IF
 J=244 THEN GOSUB 490
160 LOCATE Y+3,2:CALL 360:J=PEEK(367):IF
 J=244 THEN GOSUB 490
170 LOCATE Y+4,2:CALL 360:J=PEEK(367):IF
 J=244 THEN GOSUB 490  10
180 GOSUB 380
190 PEN 2:LOCATE Y+1,1:PRINT MUR$:PEN 1
```

```
200 GOTO 90
210 SYMBOL AFTER 240
220 SYMBOL 241,3,7,15,170,170,15,7,3
230 SYMBOL 242,255,255,255,170,170,255,2
55,255
240 SYMBOL 243,192,224,240,85,85,240,224
,192
250 SYMBOL 244,24,126,255,255,60,24,24,2
4
260 SYMBOL 245,24,24,24,24,24,24,24,24
270 SYMBOL 246,153,90,126,60,60,126,90,1
53
280 MUR$=" "+CHR$(241)+CHR$(242)+CHR$(24
3)+" "
290 RETURN
300 PRINT: PRINT CHR$(24)"           MUSH
ROOM INVASION                 ";CHR$(24)

310 LOCATE 1,5:PEN 3:PRINT"The earth is
being attacked by a fleet  of mindless b
ut deadly mushrooms.       As always you
 are its sole defender.    Use left and
right cursor keys to move  and the Copy
key to fire.":PEN 1
320 PEN 3:PRINT:PRINT"The end is inevita
ble.If you're hit you are dead.But try t
o notch up a mean      score before you g
o.":PEN 1
330 PRINT:FOR K=1 TO 79:SOUND 1,K,4:PRIN
T CHR$(244);"  ";:NEXT
340 LOCATE 1,24:PEN 2:PRINT"         PRE
SS ANY KEY TO START        ":PEN 1
350 IF INKEY$<>"" THEN 350
360 IF INKEY$=""THEN 360 ELSE CLS
370 CLS:RETURN
380 W=INT(RND*32)+1
390 LOCATE W,25:PRINT CHR$(244)
400 SOUND 1,INT(RND*100)+100,5
410 LOCATE 1,25:PRINT:PRINT
420 PEN 2:LOCATE Y+1,1:PRINT MUR$:PEN 1
430 RETURN
440 PEN 3:LOCATE Y+2,2:PRINT CHR$(245);:
LOCATE Y+4,2:PRINT CHR$(245):PEN 1
450 LOCATE Y+2,3:CALL 360:J=PEEK(367):IF
 J=244 THEN G=2:GOSUB 560
```

```
460 LOCATE Y+4,3:CALL 360:J=PEEK(367):IF
 J=244 THEN G=4:GOSUB 560
470 PRINT CHR$(7)
480 RETURN
490 PEN 3:LOCATE Y+2,1:PRINT CHR$(246);C
HR$(246);CHR$(246):PEN 1
500 SOUND 1,180,5:SOUND 1,120,5:SOUND 1,
90,5
510 LOCATE 1,11
520 FOR V=1 TO 7:SOUND 1,100+V,5:NEXT:PE
N 2:PRINT"YOU HAVE BEEN DESTROYED.
  YOUR SCORE IS";:PEN 1:PRINT C
530 LOCATE 6,24:PEN 3:PRINT"PRESS ANY KE
Y TO CONTINUE":PEN 1
540 IF INKEY$<>"" THEN 540
550 IF INKEY$="" THEN 550 ELSE C=0:CLS:R
ETURN
560 LOCATE Y+G,3:PRINT CHR$(246):C=C+1:R
ETURN
570 DATA 205,96,187,50,111,1,201
```

Προσελήνωση

Μετά από ένα μακρύ διαστημικό ταξίδι δεν υπάρχει τίποτα πιο ωραίο από την επιστροφή στην πατρίδα. Για να μπορέσεις, όμως, να δεις πάλι συγγενείς και φίλους, πρέπει πρώτα να προσεδαφίσεις το διαστημόπλοιο σου στην εξέδρα του σεληνιακού κρατήρα. Χρειάζεται μεγάλη προσοχή μέχρι να μπορέσεις να φτάσεις στην εξέδρα, με ελάχιστη ταχύτητα και μεγάλη ακρίβεια. Και, αν κατά λάθος βγεις εκτός οθόνης, θα πρέπει να οδηγήσεις «τυφλά» χρησιμοποιώντας μόνο τα όργανα. Καλές προσγειώσεις!

```
10 REM MOONLANDER.
20 REM @ ROBERT ERSKINE.
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
40 GOSUB 460
50 GOSUB 540
60 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
70 FOR X=1 TO 75:PLOT 64+INT(RND*500),40
0-INT(RND*200),2:NEXT
80 IF E=0 THEN 140
90 M=M1:M1=M-F1
100 H1=H:H=(H+V)-0.81
110 V=V+((T/F1)*(LOG(M/M1)))-1.62
120 F=F-F1
130 GOTO 170
140 M1=M:
150 H1=H:H=(H+V)-0.81
160 V=V-1.62
170 COL1=COL
180 IF COL>0 AND RND>0.5 THEN COL=COL-1
190 IF COL<31 AND RND>0.5 THEN COL=COL+1
200 PEN 3:LOCATE 1,23:PRINT"Height";INT
(H);"            ":PEN 1
210 PEN 2:LOCATE 21,23:PRINT"Velocity";I
NT (V);"         ":PEN 1
```

```
220 LOCATE 1,24:PRINT"Fuel ";F;"      "
230 SOUND 1,60,2
240 IF INKEY(0)=0 THEN E=0
250 IF INKEY(2)=0 THEN E=1
260 IF INKEY(8)=0 THEN COL=COL+1*(COL>1)
270 IF INKEY(1)=0 THEN COL=COL-1*(COL<30
)
280 IF H>1950 THEN H1=H
290 IF H>2000 OR H<1 THEN LOCATE 1,1:PRI
NT CHR$(18);:GOTO 320
300 LOCATE COL1+1,21-(H1/100):PRINT" ":L
OCATE COL+1,21-(H/100):PRINT CHR$(231);
310 IF E=1 THEN LOCATE COL1+1,22-(H1/100
):PRINT" ":LOCATE COL+1,22-(H/100):PRINT
 CHR$(232);:LOCATE COL+1,22-(H/100):PRIN
T" ";
320 LOCATE 1,21:PRINT STRING$(32,45):LOC
ATE 16,21:PEN 3:PRINT"_":PEN 1
330 IF F=0 OR H<=0 THEN 350
340 GOTO 80
350 IF F=0 THEN LOCATE 11,11:PRINT CHR$(
24);"OUT OF FUEL";CHR$(24);
360 IF H<=0 AND V<-5 THEN LOCATE 9,12:PE
N 2:PRINT CHR$(24);"YOU HAVE CRASHED";CH
R$(24);:PEN 1:GOTO 430
370 IF H<=0 AND V>-6 THEN LOCATE 9,12:PE
N 3:PRINT CHR$(24);"YOU HAVE LANDED";CHR
$(24);:PEN 1:LOCATE COL1+1,(20-(H1/100))
+1:PRINT " ":LOCATE COL+1,21:PRINT CHR$(
231);
380 IF H<=0 AND V>-6 AND COL =15 THEN LO
CATE 6,13:PRINT CHR$(24);"IN THE CORRECT
 PLACE";CHR$(24);
390 IF H<=0 AND V>-6 AND COL <>15 THEN L
OCATE 7,13:PEN 2:PRINT CHR$(24);"IN THE
WRONG PLACE";CHR$(24):PEN 1
400 LOCATE 5,19:PEN 3:PRINT"PRESS ANY KE
Y TO RESTART":PEN 1
410 IF INKEY$<>"" THEN 410
420 IF INKEY$="" THEN 420 ELSE CLS:GOTO
50
430 LOCATE COL1+1,(20-(H1/100))+1:PRINT"
 ":LOCATE COL1+1,21:PEN 3:PRINT CHR$(233
);:PEN 1
```

```
440 FOR X=1 TO 10:SOUND 2,(X*3),3:NEXT
450 GOTO 400
460 REM
470 PRINT"                    MOON LANDER
        "
480 PRINT:PRINT:PRINT:PRINT"This is a re
al-time moon lander game in which you mu
st land the lunar module on the small pu
rple land pad.                 You must lan
d  in the correct place at  a rate of de
scent not faster than -5.   "
490 PRINT:PRINT:PRINT"Use the arrow keys
 to move left  right  Use the UP arrow k
ey to turn the motor  off and the down a
rrow key to turn it on"
500 PRINT:PRINT:PRINT"          PRESS ANY K
EY  TO START          "
510 IF INKEY$=""THEN 510
520 CLS
530 RETURN
540 H=2000:V=-20:M=1378:M1=M:T=4800:F1=2
:F=378:E=1:COL=15:Y=8
550 SYMBOL AFTER 230
560 SYMBOL 231,60,126,219,255,255,126,18
9,129
570 SYMBOL 232,24,60,60,60,24,24,0
580 SYMBOL 233,0,0,0,0,24,60,126,255
590 RETURN
```

Τζόκεϋ

Μεγάλη μέρα στον ιππόδρομο σήμερα, η ημέρα του σουηπστέηκ! Σαν επαγγελματίας τζόκεϋ θα πρέπει να διαλέξεις το άλογο σου και να ξεκινήσεις καλπάζοντας για την νίκη. Τα πράγματα, όμως, δεν είναι τόσο ρόδινα. Το άλογο που καβαλάς είναι από εκείνα που μόνο στο τέλος της κούρσας «τραβάνε» και, έτσι, στην αρχή μένεις πολύ πίσω. Μόλις, όμως, αρχίσει να πλησιάζει το τέρμα το άτι σου αποκτάει τούρμπο (!) και αρχίζει να προσπερνάει.

Οι άλλοι τζόκεϋ, βέβαια, δεν έχουν σκοπό να σ' αφήσουν να περάσεις. Προσπαθούν να σε εμποδίσουν μπαίνοντας μπροστά σου ή ερχόμενοι κατευθείαν πάνω σου! Όταν συγκρουστούν δύο άλογα, χάνουν την ταχύτητά τους και αναπηδούν λίγο προς το πλάι. Και φυσικά σ' όλα αυτά τα γεγονότα δεν υπάρχει διαιτησία. Εμπρός, λοιπόν, με γρήγορο καλπασμό!

```
10 REM NEWMARKET
20 REM @ H.WALWYN
30 MODE 1:BORDER 0:INK 0,24:INK 1,0:INK
2,18:INK 3,7:PAPER 0:PEN 1
40 CLS
50 GOTO 650
60 PAPER 2
70 SLO=4
80 C=0
90 CLS:ENV 1,50,1,10:SOUND 1,100,100,14,
1
100 FOR X=1 TO 7:REM INK,X
110 LOCATE 1,1+X*3:PRINT RIGHT$(STR$(X),
1);" ";H$
120 NEXT X
130 FOR X=1 TO 21:LOCATE 30,X:PRINT" ":N
EXT X
140 LOCATE 1,1:PAPER 0:PRINT"   CONTROLS
:  CURSOR ARROWS UP/DOWN      ":PAPER 2
150 LOCATE 9,22:INPUT"SELECT HORSE 1 - 7
  ";X$
```

```
160 IF X$<"1" OR X$>"7" THEN 150
170  LOCATE 9,22:PRINT SPACE$(30)
180 N=VAL(X$):ACC=(20-ABS(4-N))/34
190 LOCATE 3,1+N*3:PEN 3:PRINT H$;:PEN 1
200 K$="": IF INKEY(0)=0 THEN K$="7" ELS
E IF INKEY(2)=0 THEN K$="6"
210 M=INT(RND*7+1)
220 IF M=N THEN 200
230 IF K$="7" OR K$="6" THEN M=N:GOTO 26
0
240 K$="7":IF RND>0.5 THEN K$="6"
250 IF X(M)>X(N)-2 THEN K$="7":IF Y(N)>Y
(M) THEN K$="6"
260 IF K$="7" THEN Y(M)=Y(M)-1:IF Y(M)<2
 THEN Y(M)=2
270 IF K$="6" THEN Y(M)=Y(M)+1:IF Y(M)>2
4 THEN Y(M)=24
280 X(M)=X(M)-1/SLO
290 FOR I=1 TO 7
300 J=INT(RND*4+1)
310 IF I<>N THEN GOTO 350
320 IF C=0 THEN J=J*ACC:IF X(N)>12 THEN
C=1
330 IF C=1 THEN BORDER 6:C=2
340 IF C=2 THEN J=J*2
350 X(I)=X(I)+J/SLO:IF X(I)>38 THEN X(I)
=38
360 NEXT I
370 CRASH=0
380 FOR I=1 TO 7
390 FOR J=1 TO 7
400 IF I=J THEN 520
410 IF Y(I)<>Y(J) THEN 520
420 IF ABS(X(I)-X(J))>3 THEN 520
430 D=1:IF B(I)>B(J) THEN D=-1
440 Y(I)=Y(I)-D
450 Y(J)=Y(J)+D
460 IF Y(I)<2 THEN Y(I)=2
470 IF Y(I)>24 THEN Y(I)=24
480 IF Y(J)<2 THEN Y(J)=2
490 IF Y(J) >24 THEN Y(J)=24
500 X(J)=X(J)-INT(RND*5+1)/SLO:IF X(J)<2
 THEN X(J)=2
510 CRASH=1
```

```
520 NEXT J
530 NEXT I
540 IF CRASH=1 THEN 370
550 FOR I=1 TO 7
560 LOCATE INT (A(I)),INT (B(I)):PRINT"
   ";
570 IF I=N THEN PEN 3
580 LOCATE INT(X(I)),INT(Y(I)):IF X(I)-I
NT(X(I))>0.5 THEN PRINT HA$;:ELSE PRINT
H$;
590 PEN 1
600 IF X(I)>=38 THEN 900
610 A(I)=X(I)
620 B(I)=Y(I)
630 NEXT I
640 GOTO 200
650 REM ******* INSTRUCTIONS ********
660 CLS:LOCATE 15,1:PRINT"NEWMARKET"
670 H$=CHR$(244)+CHR$(245)+CHR$(246):HA$
=CHR$(241)+CHR$(242)+CHR$(243)
680 LOCATE 1,3:PRINT"In  this  horse-rac
e  game you  ride anyhorse  from  1 to 7
."
690 LOCATE 1,6:PRINT"You must steer a pa
th avoiding the otherhorses  since  any
horse in  a collisionwith another will b
e blocked and forced sideways and backwa
rds."
700 LOCATE 1,11:PRINT"'Easy', you might
say.....                BUT your horse is
a very s-l-o-w starterand  will  only  r
un  at speed after thescreen border turn
s RED."
710 LOCATE 1,15:PRINT"This occurs when y
ou have ridden a thirdof the  way  down
the track, so you willalways have other
horses in front of you"
720 LOCATE 1,18:PRINT"To  make  it  hard
er  still, all  horseswithin  20  feet o
f you will attempt to block your path or
 crash into you !!"
730 LOCATE 1,21:PRINT"Use CURSOR ARROWS
to move up and down.  BEWARE:any course
alteration will also  reduce your speed!
      GOOD LUCK!!!!  "
```

```
740 LOCATE 9,25:PRINT"PRESS ANY KEY TO S
TART"
750 IF INKEY$="" THEN 750 ELSE CLS
760 REM GRAPHICS
770 SYMBOL 241,0,0,0,12,3,3,5,10
780 SYMBOL 242,8,12,26,113,255,254,1,1
790 SYMBOL 243,0,128,224,144,192,128,64,
32
800 SYMBOL 244,0,0,1,195,63,63,80,80
810 SYMBOL 245,128,196,174,153,252,224,2
0,34
820 SYMBOL 246,0,0,0,0,0,0,0,0
830 REM ***SET UP SCREEN POSITIONS***
840 FOR Q=1 TO 7
850 A(Q)=3:X(Q)=3
860 B(Q)=(Q*3+1):Y(Q)=B(Q)
870 NEXT Q
880 BORDER 0
890 GOTO 60
900 REM
910 IF I=N THEN 950
920 LOCATE 1,1:PRINT SPACE$(40):LOCATE 1
,1:PRINT"THE WINNER....HORSE NUMBER ";I;
"  "
930 SOUND 1,150,3
940 GOTO 970
950 LOCATE 1,1:PRINT SPACE$(40):LOCATE 1
,1:PRINT"            YOU WON! WELL DONE"
960 BORDER 6,1:L=0:WHILE L<3: ENT 1,2,17
,70:SOUND 1,142,140,5,0,1:L=L+1:WEND
970 FOR Q=1 TO 50
980 LOCATE X(I),Y(I):PRINT CHR$(244);CHR
$(245);CHR$(246)
990 NEXT Q
1000 LOCATE 8,22:PRINT"PRESS ANY KEY TO
PLAY AGAIN"
1010 IF INKEY$<>"" THEN 1010
1020 IF INKEY$="" THEN 1020 ELSE 840
```

Ενεργειακό πεδίο

Βρίσκεστε στην άκρη του σύμπαντος και εκείνοι οι καταχθόνιοι εξωγήϊνοι κάνουν πάλι τα κόλπα τους. Έχουν βάλει σκοπό να βουτήξουν την ενέργεια σου, περνώντας μέσα από τέσσερα τούνελ για να φτάσουν σε σένα. Η μόνη σου άμυνα είναι να βάλεις ενεργειακά πεδία στις άκρες των τούνελ για να εμποδίσεις τη διέλευση των εχθρών. Αν όμως προσπαθήσεις να βάλεις οπουδήποτε αλλού το ενεργειακό πεδίο, θα καταστραφείς. Επίσης καταστρέφεσαι, αν το τούνελ δεν περιέχει κάποιον εξωγήϊνο, όταν πας να βάλεις ενεργειακό πεδίο. Αν αφήσεις να περάσουν αρκετοί εξωγήϊνοι θα ρουφήξουν όλη την ενέργεια σου.

```
10 REM ENERGY FIELD.
20 REM @ PAUL STANLEY.
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,7:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
40 GOSUB 1700
50 GOSUB 1570
60 CLS
70 GOSUB 1600
80 H=0
90 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
100 GOSUB 1340
110 GOSUB 1510
120 LOCATE 1,1:PRINT"SCORE:";:LOCATE 23,
1:PRINT"HIGH:";:LOCATE 27,23:PRINT"POWER
";
130 LOCATE 29,1:PRINT MID$(STR$(H),2)
140 PEN 2:LOCATE X+1,Y+1:PRINT CHR$(238)
;CHR$(239);:PEN 1
150 IF LI<=1 THEN 1280
160 P=P-0.05:LOCATE 7,1:PEN 2:PRINT MID$
(STR$(S),2);:PEN 1:G=1:SS=INT(RND*4)+1:O
N SS GOTO 240,370,500,630
170 FOR D=1 TO P:PEN 0:LOCATE X+1,Y+1:PR
INT CHR$(238);CHR$(239);:PEN 1
```

```
180 IF INKEY(0)=0 THEN DR=1:MV=MV-1*(MV<
4)+3*(MV=4):X=P(DR,MV):Y=Q(DR,MV):FOR PS
=1 TO 100:NEXT
190 IF INKEY(2)=0 THEN DR=2:MV=MV+1*(MV>
1)-3*(MV=1):X=P(DR,MV):Y=Q(DR,MV):FOR PS
=1 TO 100:NEXT
200 LOCATE X+1,Y+1:PEN 2:PRINT CHR$(238)
;CHR$(239);
210 IF INKEY(47)=0 THEN IF G<>0 THEN GOS
UB 760
220 NEXT
230 RETURN
240 O=S:FOR F=1 TO 4
250 A=1
260 LOCATE 17,(11+2*F)+1:PEN 2:PRINT MID
$(A$,F,1);:PEN 1
270 GOSUB 170
280 SOUND 1,(F*10),3
290 PEN 0:LOCATE 17,(11+2*F)+1:PRINT MID
$(A$,F,1):PEN 1
300 GOSUB 170
310 SOUND 1,(F*15),3
320 NEXT F
330 IF S<O THEN LOCATE 16,(11+2*F)+1:PEN
 2:PRINT CHR$(240);:PEN 1:FOR SS=10 TO 2
0:SOUND 1,(SS*10),3:NEXT:LOCATE 16,(11+2
*F)+1:PEN 0:PRINT CHR$(240);:PEN 1
340 PEN 1
350 IF S=O THEN LI=LI- 0.2:LOCATE 28,22:
PRINT INT (LI);"  "
360 GOTO 150
370 O=S:FOR F=1 TO 4
380 A=2
390 LOCATE 17,(10-2*F)+1:PEN 3:PRINT MID
$(A$,F,1);:PEN 1
400 GOSUB 170
410 SOUND 1,(F*10),3
420 PEN 0:LOCATE 17,(10-2*F)+1:PRINT MID
$(A$,F,1);:PEN 1
430 GOSUB 170
440 SOUND 1,(F*15),3
450 NEXT
```

```
460 IF S<>O THEN LOCATE 17,(11-2*F)+1:PE
N 3:PRINT CHR$(240);:PEN 1:FOR SS=10 TO
20:SOUND 1,(SS*10),3:NEXT:LOCATE 17,(11-
2*F)+1:PEN 0:PRINT CHR$(240);:PEN 1
470 PEN 1
480 IF S=O THEN LI=LI-0.2:LOCATE 28,22:P
RINT INT (LI);"  "
490 GOTO 150
500 O=S:FOR F=1 TO 5
510 A=3
520 LOCATE (15-2*F),11:PRINT MID$(B$,F,1
);
530 GOSUB 170
540 SOUND 1,(F*40+F*2),3
550 PEN 0:LOCATE (15-2*F),11:PRINT MID$(
B$,F,1);:PEN 1
560 GOSUB 170
570 SOUND 1,(F*40+F*2),3
580 NEXT F
590 IF S<>O THEN LOCATE (15-2*F)+1,11:PE
N 3:PRINT CHR$(240);:PEN 1:FOR SS=5 TO 1
5:SOUND 1,(SS*15),3:NEXT:LOCATE (15-2*F)
+1,11:PEN 0:PRINT CHR$(240);:PEN 1
600 PEN 1
610 IF S=O THEN LI=LI-0.2:LOCATE 28,22:P
RINT INT (LI);"  "
620 GOTO 150
630 O=S:FOR F=1 TO 5
640 A=4
650 LOCATE (18+2*F),11:PRINT MID$(B$,F,1
)
660 GOSUB 170
670 SOUND 1,(F*40+F*2),3
680 PEN 0:LOCATE (18+2*F),11:PRINT MID$(
B$,F,1);:PEN 1
690 GOSUB 170
700 SOUND 1,(F*40+F*2),3
710 NEXT
720 IF S<>O THEN LOCATE (17+2*F)+1,12:PE
N 2:PRINT CHR$(240);:PEN 1:FOR SS=5 TO 1
5:SOUND 1,(SS*15),3:NEXT:LOCATE (17+2*F)
+1,12:PEN 0:PRINT CHR$(240);:PEN 1
730 PEN 1
740 IF S=O THEN LI=LI-0.2:LOCATE 28,22:P
RINT INT (LI);"  "
```

```
750 GOTO 150
760 ON MV GOTO 870,970,770,1070
770 REM FIELD 3
780 PEN 3
790 FOR Q=5 TO 17 :LOCATE 28,Q+1:PRINT S
TRING$(3,143):NEXT
800 FOR SS=5 TO 15:SOUND 1,(SS*15),3:NEX
T
810 FOR Q=5 TO 17 :LOCATE 28,Q+1:PRINT "
   ":NEXT
820 PEN 1
830 IF A<>4 THEN 1170
840 S=S+20
850 G=0
860 RETURN
870 REM FIELD 1
880 PEN 3
890 FOR Q=5 TO 17:LOCATE 3,Q+1:PRINT STR
ING$(3,143);:NEXT
900 FOR SS=5 TO 15:SOUND 1,(SS*15),3:NEX
T
910 FOR Q=5 TO 17:LOCATE 3,Q+1:PRINT"
":NEXT
920 PEN 1
930 IF A<>3 THEN 1170
940 S=S+20
950 G=0
960 RETURN
970 REM FIELD 2
980 PEN 3
990 FOR Q=13 TO 19:LOCATE Q+1,2:PRINT CH
R$(143);:LOCATE Q+1,3:PRINT CHR$(143);:N
EXT
1000 FOR SS=5 TO 15:SOUND 1,(SS*15),3:NE
XT
1010 FOR Q=13 TO 19:LOCATE Q+1,2:PRINT "
 ":LOCATE Q+1,3:PRINT " ";:NEXT
1020 PEN 1
1030 IF A<>2 THEN 1170
1040 S=S+20
1050 G=0
1060 RETURN
1070 REM FIELD 4
1080 PEN 3
```

```
1090 FOR Q=13 TO 19:LOCATE Q+1,20:PRINT
CHR$(143);:LOCATE Q+1,21:PRINT CHR$(143)
;:NEXT
1100 FOR SS=5 TO 15:SOUND 1,(SS*15),3:NE
XT
1110 FOR Q=13 TO 19:LOCATE Q+1,20:PRINT
" ":LOCATE Q+1,21:PRINT " ";:NEXT
1120 PEN 1
1130 IF A<>1 THEN 1170
1140 S=S+20
1150 G=0
1160 RETURN
1170 PEN 2:LOCATE X+1,Y+1:PRINT CHR$(238
);CHR$(239);
1180 FOR R=1 TO 10
1190 LOCATE X+1,Y+1:PEN 3:PRINT CHR$(240
);CHR$(240);:PEN 1
1200 SOUND 1,(R*100),3
1210 ' LOCATE X,R+1:PRINT CHR$(240);CHR$
(240);CHR$(240);
1220  LOCATE X+1,Y+1:PRINT "  ";
1230 FOR XX=1 TO 40:NEXT
1240 NEXT
1250 LI=LI-1:LOCATE 28,22:PRINT INT (LI)
;"  ";:IF LI<=1 THEN 1280
1260 PEN 2: LOCATE X+1,Y+1:PRINT CHR$(23
8);CHR$(239);
1270 RETURN
1280 LOCATE 9,11:PEN 1:PRINT CHR$(24);"G
 A M E  O V E R";CHR$(24);:PEN 1
1290 IF S>H THEN H=S
1300 LOCATE 1,22:PEN 3:PRINT CHR$(24);"
 PRESS ANY KEY TO PLAY AGAIN   ";CHR$(24
);:PEN 1
1310 IF INKEY$<>"" THEN 1310
1320 IF INKEY$="" THEN 1320 ELSE RESTORE
:CLS:GOTO 100
1330 GOTO 1320
1340 SYMBOL AFTER 230
1350 SYMBOL 231,40,84,186,124,186,84,40,
0
1360 SYMBOL 232,0,16,40,84,40,16,0,0
1370 SYMBOL 233,0,0,0,24,24,0,0,0
1380 SYMBOL 234,0,0,0,16,0,0,0,0
```

```
1390 SYMBOL 235,255,195,189,189,189,189,
195,255
1400 SYMBOL 236,0,62,54,42,54,62,0,0
1410 SYMBOL 237,0,0,28,28,28,0,0,0
1420 SYMBOL 238,96,240,249,239,249,240,9
6,0
1430 SYMBOL 239,6,15,159,247,159,15,6,0

1440 SYMBOL 240,218,33,76,195,24,101,147
,100
1450 MV=1:X=1:Y=21
1460 A$=CHR$(234)+CHR$(233)+CHR$(232)+CH
R$(231)
1470 B$=CHR$(234)+CHR$(233)+CHR$(237)+CH
R$(236)+CHR$(235)
1480 S=0
1490 LI=8:P=5
1500 RETURN
1510 PLOT 316,234,3:DRAWR 8,0:DRAWR 0,-8
:DRAWR 8,0:DRAWR 0,-8:DRAWR -8,0:DRAWR 0
,-8:DRAWR -8,0:DRAWR 0,8:DRAWR -8,0:DRAW
R 0,8:DRAWR 8,0:DRAWR 0,8
1520  DRAWR -80,154,2:DRAWR 168,0:DRAWR
0,-50:DRAWR -168,0:DRAWR 0,50:PLOT 236,3
38:DRAWR 80,-104:DRAWR 8,0,3:DRAWR 80,10
4,2:DRAWR 0,50:DRAWR -80,-154
1530 PLOT 316,210:DRAWR -80,-154:DRAWR 1
68,0:DRAWR 0,50:DRAWR -168,0:DRAWR 0,-50
:DRAWR 0,50:DRAWR 80,104:DRAWR 8,0,3:DRA
WR 80,-104,2:DRAWR 0,-50:DRAWR -80,154
1540 PLOT 308,226:DRAWR -214,142:DRAWR 6
0,0:DRAWR 0,-292:DRAWR-60,0:DRAWR 0,292:
DRAWR 60,0:DRAWR 154,-142:DRAWR 0,-8,3:D
RAWR -214,-142,2:DRAWR 60,0:DRAWR 154,14
2
1550 PLOT 332,226:DRAWR 214,142:DRAWR -6
0,0:DRAWR 0,-292:DRAWR 60,0:DRAWR 0,292:
DRAWR -60,0:DRAWR -154,-142:DRAWR 0,-8,3
:DRAWR 214,-142,2:DRAWR -60,0:DRAWR -154
,142
1560 RETURN
1570 PEN 3:FOR F=1 TO 24:LOCATE F+1,F+1:
PRINT CHR$(24);"ENERGY FIELD";CHR$(24);:
SOUND 1,(F*30+F),3:NEXT F:PEN 1
```

```
1580 FOR X=1 TO 250:NEXT
1590 RETURN
1600 PRINT TAB(14);"ENERGY  FIELD"
1610 PEN 2:PRINT:PRINT"Guard  the  tube
 with  your  craft  by setting up energy
 shields at the 4 open ends of the syste
m."
1620 PRINT"Setting one up at a tube NOT
containing an  enemy  will  result  in
your        destruction."
1630 PEN 3:PRINT:PRINT"Move UP and DOWN
using the cursor keys.
1640 PEN 2:PRINT:PRINT
1650 PRINT"Use  SPACEBAR  to place an en
ergy field at a tube mouth.  Letting an
enemy past or self destructing results i
n power    loss and if this is too great
 then the  game is over."
1660 PEN 3:PRINT: PRINT: PRINT"    PRESS
 ANY KEY TO START THE GAME    "
1670 IF INKEY$<>"" THEN 1670
1680 IF INKEY$="" THEN 1680 ELSE CLS
1690 RETURN
1700 FOR DX=1 TO 2:FOR PX=1 TO 4:READ P(
DX,PX),Q(DX,PX):NEXT PX,DX:RETURN
1710 DATA 1,21,8,1,24,1,22,21
1720 DATA 6,1,22,1,24,21,8,21
```

Ραδιοπειρατής

«Και τώρα ένα ευχάριστο μουσικό πρόγραμμα...». Στο παιχνίδι αυτό (όπου παίζουν πολλά άτομα), είσαστε ιδιοκτήτες ενός ραδιοφωνικού σταθμού που έχει σκοπό να μιλήσει στις καρδιές των ακροατών και να τραβήξει τα λεφτά των διαφημιζόμενων. Στην αρχή του παιχνιδιού πρέπει να διαλέξεις τον παρουσιαστή σου, από τον κατάλογο των διαθέσιμων προσωπικοτήτων. Αυτοί που βρίσκονται στην αρχή του αλφαβήτου είναι περισσότερο κατάλληλοι για διαλέξεις και συζητήσεις, ενώ αυτοί που είναι στο τέλος είναι ιδανικοί για ντισκ-τζόκεϋ. Οι παρουσιαστές στη μέση κάνουν και για τα δύο.

Στην συνέχεια διαλέγεις πόση μουσική θα μεταδίδεις και πόσα κινητά συνεργεία θα διαθέτεις για να καλύπτεις τα τοπικά γεγονότα. Για να κερδίσεις διαφήμιση πρέπει να προωθήσεις τον σταθμό σου και γι' αυτό πρέπει να διαθέσεις χρήματα στην αρχή για να τραβήξεις ακροατές. Ο υπολογιστής δείχνει την περιοχή της εμβέλειας κάθε σταθμού και δίνει πληροφορίες για την ακροαματικότητα και τις διαφημίσεις που έχει ο σταθμός σας. Αυτός που θα κερδίσει τις καρδιές των ακροατών κερδίζει και το παιχνίδι, ενώ οι σταθμοί χωρίς κανέναν ακροατή (όπως είναι φυσικό) χάνουν. Καλή επιτυχία λοιπόν. Όβερ!

```
10 REM RADIO POWER
20 REM @ H.WALWYN
25 pu$=CHR$(163)
30 GOSUB 2640
40 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6
50 WINDOW #1,1,40,1,25:PAPER #1,0:CLS #1
60 WINDOW #0,[illegible]36,1,25: PAPER #0,0:PEN #
0,1:CLS #0
```

```
70 RESTORE
80 DIM N$(25),S$(25),P(4,25),T(25,2),T$(
25),S(25),R(25)
90 DIM B$(23),M(23),B(23),N(23),D$(22)
100 CLS:PRINT CHR$(24);"        R A D I O
P O W E R        ";CHR$(24)
110 PEN 3:PRINT:PRINT"In this game one o
r more people can run their own radio st
ation in any of the following towns:":PE
N 1
120 PEN 2:PRINT:PRINT"STOCKBRIDGE,     SA
LISBURY,        WINCHESTER,      TWYFORD,
ROMSEYPETERSFIELD,     CHANDLERS FORD, EA
STLEIGH,        BISHOPS WALTHAM,FORDINGBRI
DGE,  TOTTON,            SOUTHAMPTON,    WI
CKHAM,          LYNDHURST,       RINGWOOD,"
;:PEN 1
130 PEN 2:PRINT"FAREHAM,         BROCKENH
URST,   CHRISTCHURCH,    PORTSMOUTH,
BOURNEMOUTH":PEN 1
140 PEN 3:PRINT:PRINT"The map shows abbr
eviations of  these town names, but you
shouldenter them in full.":PEN 2:PRINT:P
RINT"     PRESS ENTER TO CONTINUE ";:PEN
1
150 INPUT x$
160 FOR I=1 TO 23: READ B$(I),M(I),B(I):
NEXT
170 REM*DATA PRESENTERS'NAMES,QUALITY RA
TING AND PRICE
180 DATA "ARNOLD AARDVARK",1,50000
190 DATA "BRIAN BOULDER  ",2,30000
200 DATA "CLARA CUTHROAT ",5,45000
210 DATA "DINA DINAMICK  ",10,25000
220 DATA "EDDIE EEL      ",15,10000
230 DATA "FREDA FOOLISH  ",20,10000
240 DATA "GERRY GUILLIBLE",25,10000
250 DATA "HARRY HATEFUL  ",30,15000
260 DATA "IZZY IDLETALK  ",25,10000
270 DATA "JOLLY JETSETTER",40,25000
280 DATA "KING KNIFE     ",50,20000
290 DATA "MOLLY MUD      ",50,10000
300 DATA "NED NORMAL     ",50,20000
310 DATA "POLLY PERSPEX  ",60,10000
```

```
320 DATA "RICKY RADIO     ",65,25000
330 DATA "SALLY SONIX     ",70,15000
340 DATA "TOMMY TAPE      ",75,30000
350 DATA "UNCLE USELESS   ",80,10000
360 DATA"VICTOR VROOM    ",85,25000
370 DATA " WALLY WETLOCK ",90,10000
380 DATA "XANDRA XEXY     ",95,40000
390 DATA "YALE YESTERYEAR",98,45000
400 DATA "ZOOT ZIEGLER    ",99,50000
410 FOR I=1 TO 20:READ D$(I)
420 NEXT
430 FOR I=1 TO 25:P(2,I)=100000:NEXT I
440 DATA"++++++++++++++++++++++++++++++++++
+"
450 DATA"+          STOCKBRIDGE o
+"
460 DATA"+SALISBURY o    WINCHESTER o
+"
470 DATA"+
+"
480 DATA"+                   TWYFORD o
+"
490 DATA"+     ROMSEY o          P/FLD o
+"
500 DATA"+       CHNDLRS/FORD o
+"
510 DATA"+             EASTLEIGH o
+"
520 DATA"+                B/WALTHAM o
+"
530 DATA"+F/BRIDGE o
+"
540 DATA"+       TOTTON o #
+"
550 DATA"+                ## o SOUTH/TON
+"
560 DATA"+                 ##WICKHAM o
+"
570 DATA"+  LYNDHURST o      ##
+"
580 DATA"+ RINGWOOD o        ##FAREHAM o
+"
590 DATA"+     B/HURST o     ####
+"
```

```
600 DATA"+                     #   ######
+"
610 DATA"+C/CHURCH o############ /MTH#o
+"
620 DATA"+o B/MTH#######################
+"
630 DATA"+++++++++++++++++++++++++++++++
+"
640 FOR I=1 TO 20 :READ T(I,1),T(I,2):NE
XT
650 DATA 3,23,4,11,4,27,6,28,7,13,7,30,8
,21,9,24,10,27,11,10,12,15,13,20,14,28,1
5,13,16,11,16,30,17,14,19,10,19,30,20,1
660 FOR I=1 TO 20:READ T$(I):NEXT I:FOR
I=1 TO 20: READ S(I):NEXT I
670 DATA"STOCKBRIDGE","SALISBURY","WINCH
ESTER","TWYFORD","ROMSEY","PETERSFIELD"
680 DATA"CHANDLERS FORD","EASTLEIGH","BI
SHOPS WALTHAM","FORDINGBRIDGE","TOTTON"
690 DATA"SOUTHAMPTON","WICKHAM","LYNDHUR
ST","RINGWOOD","FAREHAM","BROCKENHURST"
700 DATA "CHRISTCHURCH","PORTSMOUTH","BO
URNEMOUTH"
710 DATA 1,3,4,2,2,2,1,2,1,1,1,5,1,1,2,2
,1,1,5,5
720 REM DISPLAY MAP******
730 REM
740 CLS:LOCATE 1,3
750 FOR I=1 TO 20:PEN 2:PRINT D$(I);:NEX
T I:PEN 1
760 FOR I=1 TO 25:IF MID$(N$(I),15,1)<>"
*" THEN 790
770 LOCATE T(I,2)+1,T(I,1)+1:PEN 3:PRINT
 LEFT$(S$(I),1)
780 PEN 1
790 NEXT
800 LOCATE 1,1:PRINT"SPACE";:PEN 3:PRINT
" FOR AUDIENCE REACTION.    ";:PEN 3:PRI
NT"ENTER ";:PEN 1:PRINT CHR$(24)"TO SPEA
K TO ME.":PRINT CHR$(24)
810 A$=INKEY$:IF A$="" THEN 810
820 IF A$=CHR$(32) THEN 870
830 IF A$<>CHR$(13) THEN 810
840 GOSUB 1460
```

```
850 GOTO 730
860 REM
870 REM
880 GOSUB 2620:LOCATE 1,1:PRINT"HAS EVER
YONE DONE THEIR ANNUAL  PROGRMME REVIEW
? (Y OR N)";
890 A$=INKEY$: A$=UPPER$(A$):IF A$="" TH
EN 890
900 IF A$="N" THEN PRINT A$:GOTO 730
910 IF A$<>"Y" THEN 890
920 PRINT A$
930 CLS
940 LOCATE 1,3:PEN 2: FOR I=1 TO 20:PRIN
T D$(I);:NEXT:PEN 1
950 FOR I=1 TO 25:IF MID$(N$(I),15,1)<>"
*" THEN 970
960 LOCATE T(I,2)+1,T(I,1)+1:PEN 3:PRINT
"@":PEN 1
970 P(3,I)=0:NEXT I
980 QQ=1
990 PP=0:FOR I=1 TO 25
1000 IF MID$(N$(I),15,1)<>"*" THEN 1190
1010 IF P(1,I)*10<QQ THEN 1190
1020 PP=1
1030 PX=T(I,2)+1:PY=T(I,1)+1
1040 DX= INT(RND*3)-1
1050 DY=INT(RND*3)-1
1060 LOCATE PX+DX,PY+DY:CALL 360:K=PEEK(
367)
1070 IF K=35 OR K=64 OR K=ASC(S$(I)) THE
N 1180
1080 IF K=43 THEN 1030
1090 FOR M=1 TO 20:IF MID$(N$(M),15,1)<>
"*" OR S$(M)=S$(I) THEN 1110
1100 IF ASC(S$(M))=K THEN 1120
1110 NEXT:GOTO 1150
1120 P(3,M)=P(3,M)-1
1130 FOR X=1 TO 5: LOCATE PX+DX,PY+DY:PR
INT"*"
1140 FOR Z=1 TO 500 :NEXT:LOCATE PX+DX,P
Y+DY:PRINT' ":NEXT X
1150 LOCATE PX+DX,PY+DY:PRINT LEFT$(S$(I
),1)
1160 PY=PY+DY:PX=PX+DX:P(3,I)=P(3,I)+1
```

```
1170 GOTO 1190
1180 PY=PY+DY:PX=PX+DX
1190 NEXT
1200 QQ=QQ+1
1210 IF PP=0 THEN  GOSUB 2620:GOTO 1230
1220 GOTO 990
1230 LOCATE 1,1:PEN 2:PRINT"THAT'S THE A
UDIENCE REACH AT THEMOMENT.":PEN 1:FOR Z
=1 TO 2000:NEXT:LOCATE 1,1:PEN 3:PRINT"P
RESS SPACE FOR STATION DETAILS.       ";:
PEN 1
1240 A$=INKEY$:IF A$<>CHR$(32) THEN 1240
1250 REM
1260 FOR I=1 TO 20:IF MID$(N$(I),15,1)<>
"*" THEN 1290
1270 P(2,I)=P(2,I)+P(3,I)*1500
1280 GOSUB 1330
1290 NEXT
1300 PRINT"SPACE BAR TO RETURN TO BASIC
MAP"
1310 IF INKEY$<>CHR$(32) THEN 1310
1320 GOTO 730
1330 CLS:PRINT STRING$(32,"-")
1340 PEN 2:PRINT"RADIO ";S$(I):PEN 1:PRI
NT"BASED IN ";T$(I)
1350 PEN 3:PRINT:PRINT"STATION MANAGER:
";LEFT$(N$(I),14):PEN 1
1360 PRINT:PRINT"AUDIENCE FIGURES...";MI
D$(STR$(P(1,I)),2);"%"
1370 PEN 2:PRINT:PRINT"AUDIENCE APPRECIA
TION...";MID$(STR$(P(3,I)),3):PEN 1
1380 PRINT:PRINT CHR$(24);" MONEY NOW AV
AILABLE...";pu$;MID$(STR$(P(2,I)),2);CHR
$(24)
1390 FOR J=1 TO 23:IF N(J)=I THEN PEN 3:
PRINT"PRESENTER...";:PEN 1:PRINT B$(J)
1400 NEXT J
1410 PRINT: PRINT STRING$(32,"-")
1420 PRINT CHR$(24);"PRESS SPACE BAR FOR
 MORE DETAILS";CHR$(24)
1430 IF INKEY$<>CHR$(32) THEN 1430
1440 RETURN
1450 REM
```

```
1460 GOSUB 2620:LOCATE 1,1:PRINT CHR$(24
);"IS THIS A NEW STATION ? (Y OR N)";CHR
$(24)
1470 A$=INKEY$:A$=UPPER$(A$):IF A$<>"Y"
AND A$<>"N" THEN 1470
1480 IF A$="Y" THEN 1500
1490 GOTO 1650
1500 GOSUB 2620:LOCATE 1,1:PEN 2:PRINT"W
HAT IS YOUR NAME PLEASE ?":PEN 1:INPUT X
$:IF X$="" THEN 1500 ELSE H$=MID$(X$+SPA
CE$(20),1,14)+"*"
1510 GOSUB 2620:LOCATE 1,1:PEN 3:PRINT"T
HE NAME OF YOUR STATION ? ":PEN 1:INPUT
G$
1520 FOR I=1 TO 25:IF LEFT$(S$(I),1)=LEF
T$(G$,1) THEN 1540
1530 NEXT:GOTO 1550
1540 LOCATE 1,1:PRINT CHR$(24)"SORRY,PLE
ASE CHOOSE ANOTHER NAME":PRINT CHR$(24):
FOR I=1 TO 1200:NEXT I:GOSUB 2620:GOTO 1
510
1550 GOSUB 2620
1560 LOCATE 1,1:PEN 2:PRINT"RADIO: ";G$:
PEN 1:PRINT"MANAGER: ";:PEN 3:PRINT LEFT
$(H$,14)
1570 FOR I=1 TO 1200:NEXT:GOSUB 2620
1580 LOCATE 1,1:PRINT CHR$(24)"BASED IN
WHICH TOWN? (ENTER FULL NAME)"; CHR$(24)
;:INPUT I$:IF I$="" THEN 1580 ELSE I$=UP
PER$(I$)
1590 GOSUB 2620:FOR I=1 TO 25:IF T$(I)=I
$ AND MID$(N$(I),15,1)="*" THEN 1610
1600 IF T$(I)=I$ THEN 1630
1610 NEXT I:GOSUB 2620:LOCATE 1,1:PEN 1:
PRINT"SORRY BUT THAT PLACE IS NOT     AV
AILABLE. ":FOR I=1 TO 2000:NEXT:GOSUB 26
20:GOTO 1580
1620 RETURN
1630 LOCATE 1,1:PEN 3:PRINT"OK.   CONGRA
TULATIONS  ON A NEW STATION OPENING. GOO
D LUCK!!!":PEN 1
1640 LOCATE T(I,2)+1,T(I,1)+1:PRINT"@":S
$(I)=G$:N$(I)=H$:FOR I=1 TO 2000: NEXT:R
ETURN
```

```
1650 CLS:LOCATE 1,1:PRINT CHR$(24);" ENT
ER YOUR NAME PLEASE:";CHR$(24);:INPUT H$
1660 FOR I=1 TO 25:IF LEFT$(N$(I),LEN(H$
))=H$ THEN 1690
1670 NEXT I:PEN 2:PRINT:PRINT "SORRY BUT
 I HAVE NO RECORD OF    THAT NAME.":PEN 1
:FOR I=1 TO 2000:NEXT
1680 RETURN
1690 REM
1700 CLS:LOCATE 1,1:PRINT CHR$(24);"RADI
O ";S$(I);CHR$(24);:PEN 2:PRINT" OF ";T$
(I):PEN 1
1710 PRINT:PRINT"STATION MANAGER: ";LEFT
$(N$(I),14)
1720 PEN 3:PRINT"MONEY AVAILABLE....";pu
$;MID$(STR$(P(2,I)),2):PEN 1
1730 PEN 2:PRINT"NO.   NAME
PRICE   ":PEN 1
1740 FOR J=1 TO 23:IF N(J)<>0 THEN 1770
1750 IF RND>0.45 THEN 1770
1760 PRINT J;TAB(5)B$(J);"    ";B(J)
1770 NEXT
1780 PRINT CHR$(24);"DO YOU WANT TO HIRE
 ONE?(Y OR N)";CHR$(24);
1790 A$=INKEY$:A$=UPPER$(A$):IF A$<>"Y"
AND A$<>"N" THEN 1790
1800 IF A$="N" THEN 1870
1810 LOCATE 1,23:PEN 2:PRINT"WHICH PRESE
NTER DO YOU WANT ?":PEN 1:PRINT"NUMBER..
..";
1820 GOSUB 2580
1830 B=VAL(H$):IF B=100 THEN 1870 ELSE P
(2,I)=P(2,I)-B(B)
1840 IF B >23 THEN LOCATE 1,23:PRINT CHR
$(20);:GOTO 1810
1850 PRINT"YOU HAVE ";pu$;MID$(STR$(P(2,
I)),2)
1860 N(B)=I:PRINT B$(B);"JOINS RADIO ";S
$(I)
1870 P=0
1880 PRINT"PRESENTERS ON STATION...":B=0
:FOR J=1 TO 23:IF N(J)=I THEN 1900
1890 NEXT:NSP=1:GOTO 1920
1900 B=1:PRINT MID$(STR$(J),2);TAB(4);B$
(J);TAB (24);B(J)
```

```
1910 P=P+B(J):GOTO 1890
1920 IF B=0 THEN PRINT"NO SPECIAL PRESEN
TERS ON STATION"
1930 PRINT:PRINT"YOUR WAGE BILL IS ";pu$
;MID$(STR$(P),2)
1940 IF P=0 THEN 2050
1950 PRINT"DO YOU WISH TO FIRE ANY OF TH
EM?(Y/N)"
1960 A$=INKEY$:A$=UPPER$(A$):IF A$<>"Y"
AND A$<>"N" THEN 1960
1970 IF A$="Y" THEN 1990
1980 GOTO 2050
1990 PRINT"WHICH ONE...NO."
2000 GOSUB 2580:N=VAL(H$)
2010 IF N>23 THEN 2000
2020 IF N(N)<>I THEN 2050
2030 N(N)=0:P=P-B(N)
2040 PRINT B$(N);" LEAVES RADIO ";S$(I)
2050 P(2,I)=P(2,I)-P:IF P(2,I)<0 THEN 20
90
2060 PRINT STRING$(32,"-")
2070 PRINT"YOU HAVE ";pu$;MID$(STR$(P(2,
I)),2)
2080 GOTO 2130
2090 PRINT"YOU ARE NOW BANKRUPT!"
2100 IF NSP=1 THEN NSP=0:GOSUB 2450:GOTO
 730
2110 P(2,I)=P(2,I)+P
2120 PEN 3:PRINT:PRINT"THEREFORE YOU MUS
T FIRE ONE OF  THEM...":PEN 1:GOTO 1870
2130 PRINT STRING$(32,"-")
2140 PEN 2:PRINT"WHAT PERCENTAGE OF YOUR
 OUTPUT  IS GIVEN OVER TO MUSIC? (0-100)
":PEN 1
2150 GOSUB 2580:R=VAL(H$)
2160 PRINT STRING$(32,"-")
2170 PRINT:PRINT CHR$(24)" RADIO CARS CO
ST ";pu$;"10000 EACH.":PRINT CHR$(24)
2180 IF R(I)=0 THEN GOTO 2200
2190 IF RND>0.4 THEN PRINT"ONE OF YOURS
HAS FALLEN APART":R(I)=R(I)-1
2200 PEN 3:PRINT"YOU HAVE ";R(I);" RADIO
 CARS, ";:PEN 1:PRINT LEFT$(N$(I),14)
2210 PRINT"HOW MANY MORE DO YOU WANT NOW
?"
```

```
2220 GOSUB 2580
2230 PR=VAL(H$):IF PR+R(I)=0 THEN PRINT
CHR$(24)" WHAT HAVE YOU GOT AGAINST RADI
O CARS?":PRINT CHR$(24)
2240 IF PR+R(I)>5 THEN PEN 3:PRINT"COME
ON NOW,NO ONE NEEDS MORE   THAN 5.":PEN
1:GOTO 2210
2250 PEN 2:PRINT"NOW YOU HAVE ";PR+R(I);
" RADIO CARS, ":PEN 1:PRINT LEFT$(N$(I),
14)
2260 P(2,I)=P(2,I)-PR*10000
2270 IF P(2,I)<0 THEN PRINT CHR$(24)"NOT
 ENOUGH MONEY!!!":PRINT CHR$(24):P(2,I)=
P(2,I)+PR*10000:GOTO 2210
2280 R(I)=R(I)+PR
2290 PEN 3:PRINT:PRINT"YOU HAVE ";pu$;:P
EN 1:PRINT MID$(STR$(P(2,I)),2);" LEFT"
2300 PRINT STRING$(32,"-")
2310 PRINT:PRINT CHR$(24)" HOW MUCH TO S
PEND ON PROMOTION?":PRINT CHR$(24):GOSUB
 2580:PM=VAL(H$)
2320 P(2,I)=P(2,I)-PM:IF P(2,I)<0 THEN P
RINT"NO CASH!!!":P(2,I)=P(2,I)+PM:GOTO 2
310
2330 PRINT STRING$(32,"-")
2340 PEN 2:PRINT:PRINT"OK. THANK YOU VER
Y MUCH ";:PEN 1:PRINT LEFT$(N$(I),14)
2350 P1=PM*(1+RND)+R(I)*10000*(2+RND)+20
000*RND
2360 FOR J=1 TO 23:IF N(J)<>I THEN GOTO
2390
2370 PP=ABS(R-M(J))
2380 P1=P1+B(J)/10*(100-PP)
2390 NEXT
2400 PEN 3:PRINT:PRINT"YOUR PREVIOUS AUD
IENCE FIGURES  WERE...";MID$(STR$(P(1,I)
),2);"%":PEN 1
2410 PRINT STRING$(32,"-")
2420 P1=INT(P1/10000)/10
2430 PEN 2:PRINT:PRINT"YOUR CURRENT AUDI
ENCE FIGURES   ARE...";P1;"%":PEN 1
2440 IF P1>0 THEN 2490
```

```
2450 PRINT:PRINT CHR$(24)"I'M AFRAID THA
T NO ONE APPEARS  TO LISTEN TO YOUR STAT
ION AND   THEREFORE YOU HAVE  BEEN REMOV
EDFROM YOUR JOB!!!                 ":PRIN
T CHR$(24)
2460 PEN 3:PRINT"RADIO "S$(I);" IS ":PEN
 1
2470 PEN 2:PRINT"OFF THE AIR. SORRY ABOU
T THAT,  BUT THAT'S SHOW BUSINESS!!!
":PEN 1
2480 S$(I)="":N$(I)="":P(2,I)=10000:P(1,
I)=0:GOTO 2540
2490 P(1,I)=P1
2500 PRINT STRING$(32,"-")
2510 PEN 2:PRINT:PRINT "RADIO ";S$(I);"
IS":PEN 1
2520 PRINT:PRINT"STILL ON AIR...":PEN 3:
PRINT:PRINT"YOUR AVAILABLE MONEY IS ":PE
N 1:PRINT pu$;MID$(STR$(P(2,I)),2)
2530 PRINT:PRINT"WE SHALL SEE WHAT HAPPE
NS TO    YOUR REVENUE WHEN THE NEW
 FIGURES ARE TAKEN INTO ACCOUNT."
2540 PRINT"  SPACE ";:PEN 3:PRINT"TO RET
URN TO MAP":PEN 1
2550 IF INKEY$<>" " THEN 2550
2560 RETURN
2570 STOP
2580 INPUT H$:IF H$="" THEN 2580 ELSE FO
R X=1 TO LEN(H$):IF MID$(H$,X,1)<"0" OR
MID$(H$,X,1)>"9" THEN 2580
2590 NEXT X
2600 HZ=VAL(H$):IF HZ<0 OR HZ>100 THEN 2
580
2610 RETURN
2620 LOCATE 1,1:PRINT STRING$(64," ")
2630 RETURN
2640 RESTORE 2650: FOR X=360 TO 366:READ
 A:POKE X,A:NEXT:RESTORE:RETURN
2650 DATA 205,96,187,50,111,1,201
```

Ρώσικη Ρουλέτα

Ένα κλασικό παιχνίδι, που δεν παίζεται και πολύ στις μέρες μας. Έχεις απέναντι σου ένα εξάσφαιρο με μια μόνο σφαίρα. Γυρνάς τον κύλινδρο του ρεβόλβερ όσες φορές θέλεις και πατάς τη σκανδάλη. Τα υπόλοιπα τα ξέρετε.

```
10 REM RUSSIAN ROULETTE
20 REM @ MICHAEL BEWS
30 MODE 1:BORDER 0:INK 0,0:INK 1,0.INK 2
,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #1
,0:PEN #1,1: CLS #1
40 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
50 F=1:FB=INT(RND*5+1):SC=0:HS=0
60 CLS:LOCATE 1,1:PEN 3:PRINT "RUSSIAN":
LOCATE 1,2:PEN 2:PRINT"ROULETTE";:PEN 1
70 FOR C=1 TO 9:READ X,Y,R:GOSUB 500
80 NEXT C
90 READ X,Y,R:FOR A=1 TO 360 STEP 2:DEG:
ORIGIN X,Y:PLOT R*COS(A),R*SIN(A):NEXT
100 ORIGIN 0,0
110  FOR Y=12 TO 15:LOCATE 15,Y:PRINT CH
R$(143);CHR$(143):NEXT
120 LOCATE 15,3:PRINT CHR$(22);CHR$(1);C
HR$(130);CHR$(129);CHR$(22);CHR$(0)
130 LOCATE 1,18:PRINT CHR$(24)"This is a
 revolver, pointing at you. It has one b
ullet. PRESS   'A' to spin the cylinder
for as long as you wish and FIRE with
B'. Score 100 each time the gunfails to
kill you,then try again";CHR$(24)
140 LOCATE 19,1:PEN 2:PRINT "This score"
;:LOCATE 19,2:PEN 3:PRINT"High score";:P
EN 1
150 IF INKEY$<>"" THEN 150
160 IF INKEY(69)<>0 AND INKEY(54)<>0 THE
N 160
170 SOUND 1,50,3
180 REM
190 IF INKEY(54)=0 THEN 320
200 PLOT 344,314,2:F=1:GOSUB 470:PLOT 34
4,314,0
```

```
210 IF INKEY(69)<>0 THEN 160
220 PLOT 344,266,2:F=2:GOSUB 470:PLOT 34
4,266,0
230 IF INKEY(69)<>0 THEN 160
240 PLOT 304,242,2:F=3:GOSUB 470:PLOT 30
4,242,0
250 IF INKEY(69)<>0 THEN 160
260 PLOT 264,266,2:F=4:GOSUB 470:PLOT 26
4,266,0
270 IF INKEY(69)<>0 THEN 160
280 PLOT 264,314,2:F=5:GOSUB 470:PLOT 26
4,314,0
290 IF INKEY(69)<>0 THEN 160
300 PLOT 304,338,2:F=6:GOSUB 470:PLOT 30
4,338,0
310 GOTO 160
320 IF INKEY(54)<>0 THEN 160
330 F=F-(F<6)+5*(F=5)
340 IF F=FB THEN PLOT 300,294,2:DRAWR 10
,0:DRAWR 0,-10:DRAWR -10,0:DRAWR 0,10:GO
SUB 480:PLOT 300,294,0:DRAWR 10,0:DRAWR
0,-10:DRAWR -10,0:DRAWR 0,10:LOCATE 20,1
3:PEN 3:PRINT"YOU ARE DEAD!":LOCATE 21,1
5:PRINT"BULLET IN";F:PEN 1:GOTO 400
350 LOCATE 20,13:PEN 2:PRINT"You survive
d ":LOCATE 21,15:PRINT"Bullet in";F:PEN
1
360 SC=SC+100:LOCATE 29,1:PRINT"     ";:L
OCATE 29,1:PEN 3:PRINT MID$(STR$(SC),2);
:PEN 1
370 IF INKEY(69)=0 OR INKEY(54)=0 THEN G
OTO 370
380 SOUND 1,180,4:SOUND 1,120,4:SOUND 1,
80,4
390 GOTO 160
400 IF HS<SC THEN HS=SC
410 SC=0
420 LOCATE 29,2:PRINT"     ";:LOCATE 29,2
:PEN 2:PRINT MID$(STR$(HS),2);:PEN 1
430 LOCATE 29,1:PRINT"     ";:LOCATE 29,1
:PEN 3:PRINT MID$(STR$(SC),2);:PEN 1
440 IF INKEY(69)=0 OR INKEY(54)=0 THEN 4
40
450 SOUND 1,180,4:SOUND 1,120,4:SOUND 1,
80,4
```

```
460 F=1:FB=INT(RND*5+1):GOTO 160
470 FOR Z = 1 TO 20: NEXT:RETURN
480 FOR Z = 1 TO 200: NEXT:RETURN
490 STOP
500 X=X*2+52:Y=Y*2+52: FOR A=1 TO 360 ST
EP 5:DEG:ORIGIN X,Y:PLOT R*COS(A),R*SIN(
A),3:NEXT:RETURN
510 DATA 126,119,32,146,131,6,146,107,6,
126,95,6,106,107,6,106,131,6,126,143,6,1
26,119,14,126,119,13,304,290,68
520 STOP
```

Κυνήγι

΄Αρχισε η κυνηγετική περίοδος! Μάζεψε την καραμπίνα σου, πάρε μαζί και το πιστό σου τετράποδο και γραμμή για τους βάλτους, όπου θα πρέπει να πετύχεις όσο περισσότερες πάπιες μπορείς. Με ένα πάτημα του COPY μπορείς να καταστρέψεις ολόκληρο το οικολογικό σύστημα του βάλτου! Καλό κυνηγι.

```
10 REM FLYING GEESE
20 REM @ MICHAEL BEWS
30 MODE 1:BORDER 1:INK 0,1:INK 1,24:INK
2,18:INK 3,6:PAPER 0:PEN 1
40 GOTO 340
50 REM SHOOT ROUTINE
60 FOR X=O TO FR:D(X)=ET-X+SGN(O-TW*INT(
RND*TW)):LOCATE G(X)-O+1,H(X)+1:PRINT"
";:FOR Z=O TO FR:F=-F:LOCATE G(X)+1,D(X)
+1:PRINT" ";A$(TH-F);:NEXT Z
70 IF INKEY(9)<>0 THEN GOTO 120
80 SOUND 1,1000,1:SOUND 1,1500,1:SOUND 1
,800,1
90 LOCATE TH+1,SI+1:PRINT CHR$(235);:SH=
SH+O:LOCATE SX+1,1:PRINT SH;:FOR Z=1 TO
5:NEXT:LOCATE TH+1,SI+1:PRINT " ";:IF G(
X)=EV OR G(X)=TV THEN FG=1:B=B+O:LOCATE
G(X)+1,D(X)+1:PRINT"   ";:LOCATE TN,1:PR
INT B;:G(X)=O-TW:H(X)=O
100 IF FG=0 THEN GOTO 120 ELSE FG=0
110 FOR Y=D(X) TO NI STEP TW:LOCATE FO+1
,Y-TW+1:PRINT" ";:LOCATE FO+1,Y-O+1:PRIN
T" ";:LOCATE FO+1,Y+1:PRINT CHR$(236);:L
OCATE FO+1,Y+O+1:PRINT CHR$(237);:NEXT Y
:LOCATE FO+1,NI-O+1:PRINT" ";:LOCATE FO+
1,NI+1:PRINT" ";:LOCATE FO+1,NI+O+1:PRIN
T" ";
120 H(X)=D(X):G(X)=G(X)+TW:IF G(X)>TN TH
EN LOCATE G(X)-O+1,H(X)+1:PRINT"  ";:G(X
)=O
130 NEXT X:IF SH>99 THEN 240
140 GOTO 60
150 FOR X=1 TO 4:H(X)=1:G(X)=X*5-4:NEXT
X
```

```
160 CLS:PEN 3:LOCATE 1,1:PRINT"SHOTS:
";:LOCATE 31,1:PRINT"SCORE:    ";:PEN 1:L
OCATE 22,14:PRINT STRING$(3,235);:LOCATE
 21,15:PRINT STRING$(5,235);:LOCATE 20,1
6:PRINT STRING$(7,235);:LOCATE 20,17:PRI
NT STRING$(7,235);
170 LOCATE 21,18:PRINT CHR$(235);CHR$(14
3);:LOCATE 22,18:PRINT CHR$(235);:LOCATE
 23,18:PRINT CHR$(234);CHR$(235);CHR$(23
5);:LOCATE 23,19:PRINT CHR$(234);:LOCATE
 23,20:PRINT CHR$(234);
180 LOCATE 32,13:PRINT STRING$(3,235);:L
OCATE 31,14:PRINT STRING$(5,235);:LOCATE
 30,15:PRINT STRING$(7,235);:LOCATE 30,1
6:PRINT STRING$(7,235);
190 LOCATE 31,17:PRINT CHR$(235);CHR$(14
3);:LOCATE 32,17:PRINT CHR$(235);:LOCATE
 33,17:PRINT CHR$(234);CHR$(235);CHR$(23
5);:LOCATE 33,18:PRINT CHR$(234);:LOCATE
 33,19:PRINT CHR$(234);
200 LOCATE 1,21:PRINT STRING$(10,235);"
      ";STRING$(22,235);:LOCATE 1,22:PR
INT STRING$(40,143);
210 LOCATE 2,19:PRINT CHR$(243);:LOCATE
2,20:PRINT CHR$(244);
220 LOCATE 25,19:PRINT CHR$(243);:LOCATE
 25,20:PRINT CHR$(244);
230 GOTO 60
240 REM END ROUTINE
250 FOR X=-20 TO 40:SOUND 1,(X+60),3:NEX
T
260 IF B> TOT THEN TOT=B
270 LOCATE 12,9:PEN 2:PRINT"G A M E  O V
 E R":PEN 1
280 LOCATE 5,12:PRINT"LAST SCORE:";B;:LO
CATE 20,12:PRINT"HIGHEST SCORE:";TOT;
290 LOCATE 9,15:PRINT"PRESS ANY KEY TO C
ONTINUE";
300 IF INKEY$<>"" THEN 300
310 IF INKEY$="" THEN 310 ELSE SH=0:B=0:
GOTO 150
320 REM INITIALISE
330 REM
```

```
340 SX=6:HY=30:TOT=0:SH=0:FI=15:TV=12:EV
=11:NI=19:TY=20:EN=18:TF=34:SI=16:FO=14:
ET=8:F=-1:O=1:TW=2:TH=3:FR=4:TN=37
350 REM GRAPHICS
360 SYMBOL AFTER 230
370 SYMBOL 231,2,6,7,7,127,31,8,0
380 SYMBOL 232,0,0,48,104,254,192,0,0
390 SYMBOL 233,0,0,0,0,127,31,15,3
400 SYMBOL 243,1,98,244,232,88,232,248,2
24
410 SYMBOL 244,224,224,144,144,144,144,1
44,216
420 SYMBOL 234,85,170,85,170,85,170,85,1
70
430 SYMBOL 235,66,16,132,33,4,81,4,160
440 SYMBOL 236,0,16,18,54,118,62,60,60
450 SYMBOL 237,48,56,28,20,24,16,16,0
460 A$(4)=CHR$(231)+CHR$(232)
470 A$(2)=CHR$(233)+CHR$(232)
480 GOTO 150
```

Ελικόπτερα

Η πόλη βομβαρδίζεται από ένα σμήνος ελικοπτέρων που έχουν βάλει σκοπό να ισοπεδώσουν το άστυ. Χρησιμοποιώντας το μοναδικό λέϊζερ που διαθέτει η Εθνοφρουρά, πρέπει να καταστρέψεις τις βόμβες, πριν αυτές φτάσουν στα κτίρια. Αν καταφέρεις και χτυπήσεις ένα ελικόπτερο δεν κερδίζεις βαθμούς αλλά εξαφανίζεις έναν εχθρό που δεν μπορεί να σε βομβαρδίσει στη συνέχεια. Μόλις όμως μια βόμβα φτάσει κατευθείαν στο έδαφος ή χτυπηθεί ο πύργος του λέϊζερ, το παιχνίδι έχει λήξει.

```
10 REM HELI-BOMBER
20 REM @ ROBERT ERSKINE
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
40 GOSUB 880
50 SC=0:HS=0
60  LOCATE 14,1:PEN 1:PRINT CHR$(24);"HE
LI-BOMBER";CHR$(24);:PEN 1
70 LOCATE 1,7:PEN 2:PRINT"Your city is u
nder attack by helicopter bombers. When
a bomb has a clear path   through to the
 ground or when your lasertower is destr
oyed the game ends.":PEN 1
80 PEN 3:PRINT:PRINT"Move your laser sig
ht with the cursor   keys.  Use the COPY
 key to fire.":PEN 1
90 PRINT:PRINT CHR$(24);"You may destroy
 the helicopter if you   wish, but the g
ame will end.              ";CHR$(24)
100 LOCATE 6,21:PRINT"PRESS ANY KEY TO S
TART THE GAME"
110 IF INKEY$<>"" THEN 110
120 IF INKEY$="" THEN 120 ELSE CLS
130 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #
0,1:CLS #0
140 GOSUB 550
150 LIN=LIN+(2 AND INKEY(2)=0 AND LIN<13
)
```

```
160 LOCATE 16, 22:CALL 360:K=PEEK(367):I
F K<>233  THEN 640
170 COL=COL-(2 AND INKEY(8)=0): IF COL<0
 THEN COL=31
180 LIN=LIN-(2 AND INKEY(0)=0 AND LIN>0)
190 COL=COL+(2 AND INKEY(1)=0):IF COL >3
1 THEN COL=0
200 LOCATE CL+1,LN+1:PRINT" ":LOCATE COL
+1,LIN+1:PRINT"+";:LN=LIN:CL=COL
210 IF COL1=30 THEN COL1=0:LIN1=INT(RND*
10)+1
220 LIN1=LIN1+(1 AND RND>0.7 AND LIN1<13
)
230 LIN1=LIN1+(1 AND RND>0.7 AND LIN1<13
)
240 LIN1=LIN1-(1 AND RND>0.7 AND LIN1>0)
250 COL1=COL1+(1 AND COL1<30)
260 LOCATE CL1+1,LN1+1:PRINT"  ";:LOCATE
 CL1+1,LN1+2:PRINT"  ";:LOCATE COL1+1,LI
N1+1:PEN 2:PRINT"__":LOCATE COL1+1,LIN1+
2:PRINT CHR$(234);CHR$(235);:PEN 1:LN1=L
IN1:CL1=COL1
270 IF G=1 AND RND>0.8 THEN LIN2=LIN1+2:
COL2=COL1:G=-G:LN2=LIN1+2:COL2=COL2
280 IF G=1 THEN 320
290 LIN2=LIN2+1
300 LOCATE CL2+1,LN2+1:PRINT" ";:LOCATE
COL2+1,LIN2+1:PEN 1:PRINT CHR$(236);:LN2
=LIN2:CL2=COL2:SOUND 1,200,4:IF LIN2=21
THEN 640
310 LOCATE COL2+1,LIN2+2:CALL 360:K=PEEK
(367):IF K=231 OR K=232 OR K=233 THEN LO
CATE COL2+1,LIN2+1:PRINT" ";:LOCATE COL2
+1,LIN2+2:PRINT CHR$(236);:LOCATE COL2+1
,LIN2+2:PRINT" ";:G=-G
320 IF INKEY(9)<>0 THEN 150
330 X=122:Y=42:PLOT X*2+64,Y*2+64,1
340 XX=COL*8:YY=LIN*8-172
350 YY=-YY
360 DRAWR (XX-X)*2+8,(YY-Y)*2-16,3
370 IF LIN =LIN1+1 AND (COL=COL1 OR COL=
COL1+1) THEN H=-H
380 IF COL=COL2 AND LIN=LIN2 THEN B=-B
390 PLOT X*2+64,Y*2+64,0:DRAWR (XX-X)*2+
8,(YY-Y)*2-16,0
```

```
400 IF B=-1 THEN GOSUB 430
410 IF H=-1 THEN GOSUB 450
420 GOTO 150
430 FOR X=1 TO 10:SOUND 1,200-5*X,4:LOCA
TE COL2+1,LIN2+1:PRINT"*";:NEXT X
440 LOCATE COL2+1,LIN2+1:PRINT" ";:SC=SC
+10:G=-G:B=-B:RETURN
450 FOR X=LIN1 TO 20
460 LOCATE CL1+1,LN1+1:PRINT"  ":LOCATE
CL1+1,LN1+2:PRINT"  ";
470 LOCATE COL1+1,LIN1+1:PRINT"  ";:LOCA
TE COL1+1,LIN1+1:PEN 2:PRINT CHR$(234);C
HR$(235);:PEN 1
480 LN1=LIN1:CL1=COL1:LIN1=LIN1+1
490 SOUND 1,180-X,4
500 NEXT X
510 LOCATE COL1+1,LIN1+1:PRINT"  ";:LOCA
TE COL1+1,LIN+2:PRINT"  ";:LOCATE 16,22:
CALL 360:K=PEEK(367):IF K=231 OR K=233 T
HEN 640
520 LIN1=0:COL1=INT(RND*31)
530 H=-H
540 RETURN
550 REM USER GRAPHICS
560 SYMBOL AFTER 230
570 SYMBOL 231,255,165,165,255,165,165,1
65,255
580 SYMBOL 232,24,126,126,126,60,24,24,2
55
590 SYMBOL 233,129,195,165,153,153,165,1
95,129
600 SYMBOL 234,0,0,195,255,15,7,0,0
610 SYMBOL 235,128,128,224,152,252,248,0
,0
620 SYMBOL 236,195,195,36,24,24,36,195,1
95
630 GOTO 720
640 LOCATE 11,11:PEN 2:PRINT"END OF GAME
":PEN 1:LOCATE 8,3:PRINT"Your score was"
;sc;:IF sc>hs THEN HS=SC:PEN 1
650 LOCATE 10,15:PRINT"High score:";hs
660 FOR x=1 TO 600:NEXT x
670 LOCATE 5,17:PEN 3:PRINT"PRESS ANY KE
Y TO START AGAIN":PEN 1
```

```
680 IF INKEY$<>"" THEN 680
690 IF INKEY$="" THEN 690 ELSE CLS
700 SC=0:GOSUB 720
710 GOTO 150
720 REM
730 FOR X= 0 TO 31
740 R=INT(RND*5)+17
750 FOR Y=R TO 21
760 LOCATE X+1,Y+1:PEN 3:PRINT CHR$(231)
;:PEN 1
770 NEXT Y,X
780 LOCATE 16,17:PRINT CHR$(232);
790 FOR X=17 TO 21
800 LOCATE 16,X+1:PRINT CHR$(233);
810 NEXT
820 LIN=10:COL=15:LOCATE COL+1,LIN+1:PRI
NT"+";
830 LIN1=0:COL1=INT(RND*31):LN=LIN:CL=CO
L
840 LOCATE COL1+1,LIN1+1:PEN 2:PRINT"__"
;:LOCATE COL1+1,LIN1+1:PRINT CHR$(244);C
HR$(245);:PEN 1
850 LN1=LIN1:CL1=COL1
860 G=1:H=1:B=1
870 RETURN
880 RESTORE 890:FOR X=360 TO 366:READ A:
POKE X,A:NEXT: RESTORE:RETURN
890 DATA 205,96,187,50,111,1,201
```

Λογική

Το γνωστό παιχνίδι MASTERMIND ή BULLS & COWS το ονομάζουμε εδώ ΛΟΓΙΚΗ. Ο υπολογιστής διαλέγει έναν τετραψήφιο αριθμό και απαντάει στις ερωτήσεις σου με μια αγελάδα, αν το ψηφίο που προτείνεις βρίσκεται στον τετραψήφιο αριθμό, και με έναν ταύρο όταν ένα ψηφίο του δικού σου αριθμού βρίσκεται ακριβώς στην ίδια θέση με ψηφίο του αριθμού του υπολογιστή. Ο αριθμός του υπολογιστή μπορεί να έχει το ίδιο ψηφίο σε δύο διαφορετικές θέσεις. Υπάρχει περιορισμός στον αριθμό των δοκιμών, πράγμα που κανονίζεις εσύ, στην αρχή του παιχνιδιού.

```
10 REM BULLS AND COWS
20 REM @ ROBERT ERSKINE
30 MODE 1
40 BORDER 0:INK 0,0:INK 1,24:INK 2,20:IN
K 3,8:PAPER 0:PEN 1:CLS
50 LN=1
60  SYMBOL 251,0,2,3,255,126,126,66,66
70 SYMBOL 252,0,0,3,255,126,126,66,66
80 GOTO 750
90 DIM N(4), A(4),H(4)
100 LN=1: R=RND:LOCATE 4,14:PRINT" HOW M
ANY GUESSES DO YOU WANT";:INPUT T
110 GOSUB 380
120 CLS: LOCATE 10,14:PRINT"I HAVE CHOSE
N A NUMBER":FOR X= 1 TO 1000:NEXT
130 GOSUB 430
140 FOR Q = 1 TO T
150 LOCATE 1,23: PRINT"ENTER YOUR GUESS
NOW [4 DIGITS]";:INPUT G$:IF LEN (G$)<>4
 THEN LOCATE 32,23:PRINT SPACE$(7);:GOTO
 150
160 FOR F=1 TO 4:IF ASC(MID$(G$,F,1))<48
 OR ASC(MID$(G$,F,1))>57 THEN LOCATE 32,
23:PRINT SPACE$(7);:GOTO 150:NEXT F
170 LOCATE 32,23:PRINT SPACE$(7);
180 GOSUB 250
190 GOSUB 460
200 IF BLACK<4 THEN NEXT Q:FOR X=1 TO 30
0:NEXT X:GOTO 600
```

```
210 ' IF BLACK >3 THEN FOR X=1 TO 300:NE
XT X:GOTO 4000
220 ' NEXT Q
230 LOCATE 9,25:PRINT"YOU HAVE HAD";Q;"T
RIES";:FOR X=1 TO 300:NEXT X:GOTO 600
240 REM *** CHECK GUESS
250 BLACK=0:WHITE=0
260 FOR X=1 TO 4 : A(X)=0:H(X)=0:J(X)=0:
NEXT X
270 FOR X=1 TO 4
280 A(X)=VAL(MID$(G$,X,1)):NEXT X
290 FOR X=1 TO 4
300 IF A(X)=N(X) THEN BLACK=BLACK+1:H(X)
=1:J(X)=1
310 NEXT X
320 FOR X=1 TO 4
330 FOR Y=1 TO 4
340 IF A(X)=N(Y) AND H(Y)=0 AND J(X)=0
THEN WHITE=WHITE+1:H(Y)=1:J(X)=1:GOTO 36
0
350 NEXT Y
360 NEXT X
370 RETURN
380 REM
390 FOR X= 1 TO 4
400 N(X)=INT(RND*9)+1
410 NEXT X
420 RETURN
430  ENT 1,50,2,2:SOUND 1,284,50,15,0,1:
CLS
440 PRINT"GUESSES     BULLS     COWS"
450 RETURN
460 LN=LN+1:LOCATE 1,LN:PRINT G$;: IF BL
ACK=0 THEN 520
470 F=14
480 FOR X=1 TO BLACK
490 LOCATE F,LN:PEN 3:PRINT  CHR$(251);:
PEN 1
500 F=F+1
510 NEXT X
520 IF WHITE=0 THEN 580
530 F=23
540 FOR X=1 TO WHITE
550 LOCATE F,LN:PEN 3:PRINT CHR$(252);:P
EN 1
```

```
560 F=F+1
570 NEXT
580 PRINT
590 RETURN
600 IF BLACK<4 THEN 640
610 LOCATE 29,3:PEN 2:PRINT"CORRECT!!":L
OCATE 29,5:PRINT"I CHOSE";:PEN 1:LOCATE
29,7
620 FOR X=1 TO 8:ENT 1,100,-X,2:SOUND 1,
284,50,15,0,1:NEXT
630 GOTO 650
640 LOCATE 29,3:PEN 2:PRINT"HARD LUCK!":
LOCATE 29,5:PRINT"I CHOSE";:PEN 1:LOCATE
 29,7
650 FOR X=1 TO 4
660 PRINT N(X);
670 NEXT
680 LOCATE 33,11:PEN 2:PRINT"AND";:LOCAT
E 29,13:PRINT"YOU GUESSED";:PEN 1:LOCATE
 29,15
690 FOR X=1 TO 4
700 PRINT A(X);
710 NEXT
720 FOR X=1 TO 30:SOUND 2,(X+100):NEXT
730 LOCATE 1,23:PRINT CHR$(20):LOCATE 9,
24:PRINT"PRESS ANY KEY TO RESTART":
740 IF INKEY$="" THEN GOTO 740 ELSE CLS:
LOCATE 1,2:GOTO 100
750 LOCATE 1,1:PRINT CHR$(24);"
      BULLS AND COWS                 ";CHR$(
24):PRINT
760 LOCATE 1,5
770 PRINT:PRINT"The object of Bulls and
Cows is toguess a four digit number chos
en by the computer."
780 PRINT:PEN 2:PRINT"After each gess th
e computer will give you clues.Each BULL
 indicates a correct digit in the correc
t position."
790 PRINT"and each COW indicates a corre
ct digit in the wrong position."
800 LOCATE 9,21:PEN 3:PRINT"PRESS ANY KE
Y TO START":PEN 1
810 IF INKEY$="" THEN 810 ELSE CLS
820 GOTO 90
```

ΔΡ 1600

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60 ΠΡΟΓΡΑΜΜΑΤΑ ΓΙΑ ΤΟΝ AMSTRAD

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